

CANNON FODDER! 8-page pullout player's guide inside!  
ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

# TOY FAIR

*First pics! The full story!*

# STARFOX<sup>2</sup>

**WORLD  
EXCLUSIVE!**

## FX SPECIAL!



StarFox 2  
FX Fighter  
Comanche  
Dirt Racer

## VIRTUAL BOY!



Exclusive  
game shots  
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March 1995 Issue 39 £2.50



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# FX SPECIAL!

## STARFOX 2

**EXCLUSIVE FEATURE!**

Turn to page 18

TOTAL! have seen and played the very first finished version of this incredible flying game!

## DIRT RACER FX

**EXCLUSIVE PREVIEW!**

Turn to page 22

First again! See the game shots of this adrenaline-pumping racer!

## FX FIGHTER

**EXCLUSIVE PICTURES!**

Turn to page 12

Feast your eyes on the first game shots of the amazing new beat-'em-up!

## COMMANCHE

**EXCLUSIVE NEWS!**

Turn to page 12

More top-notch polygon action in this brand new chopper attack game!

## TOTAL! RECALL FX SPECIAL

Turn to page 84

TOTAL! Recall reviews EVERY Super FX game and dishes the dirt on RISC technology!

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RELEASE DATE: DECEMBER '94



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WORLD  
EXCLUSIVE!

page 18

# STARFOX<sup>2</sup>

**EXCLUSIVE!**  
**TOTAL!**  
*brings you  
the full  
story on  
what  
could be  
the  
greatest  
shoot-'em-  
up ever.*

page 43

You can't beat a bit of bloodshed, as all you Cannon Fodder players will know. However, this isn't the easiest game in the world so we've created this special eight-page pullout guide to get you through the very hardest missions. And if you've never sampled the delights of Cannon Fodder, turn to page 89 where you can win one of ten copies.



# CANNON FODDER

ULTIMATE PLAYING GUIDE

# ZOOPOOON

When the novelty of the Dustin Hoffman samples wears off, it's time for the serious business of actually trying to finish Hebereke's Popoon. No easy task. So our Josse provides an invaluable four-page guide.



**page 78**

ONE DOWN!



**FX**  
**page 12**

SPECIAL



There's a whole mound of new games coming out which use the power of Nintendo's Super FX and FX2 chips. TOTAL! Brings you the latest news on *Dirt Trax FX*, *Comanche* and *FX Fighter* on page 12. We have a special preview on *Dirt Racer* over on page 22, then there's the *StarFox 2* feature on page 18 and finally a round-up of all the currently available FX games in our TOTAL! Recall FX special on page 84.



## WARIO BLAST

**page 60**

Take a Bomberman game, add Nintendo's sour-faced anti-hero, and you have a right-rollicking good game on your hands. Check out our review.

## CES

**page 6**

TOTAL! travels to the Las Vegas Consumer Electronics Show to bring you the most up-to-date Nintendo news on all the latest developments. There's news on a fantastic new beat-'em-up called *Weapon Lord* from a couple of the programmers who worked on the *Street Fighter II* coin-op. We have the latest Virtual Boy news, a rundown of the mountain of games that are coming out throughout '95 plus a special report on *Street Fighter: The Movie*.



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Come, sample the delights of our gamemongering emporium



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# TOTAL!

## CES

# NINTENDO NEWS



Las Vegas, home of thousands of Casinos (not to mention places of ill-repute) is also host to the biggest videogames trade show in the world. TOTAL! of course had people sent over to the Consumer Electronics Show to pick up all the exclusives on the latest Nintendo developments. Enjoy the next twelve pages, they're absolutely chocka with never-before-seen stuff.

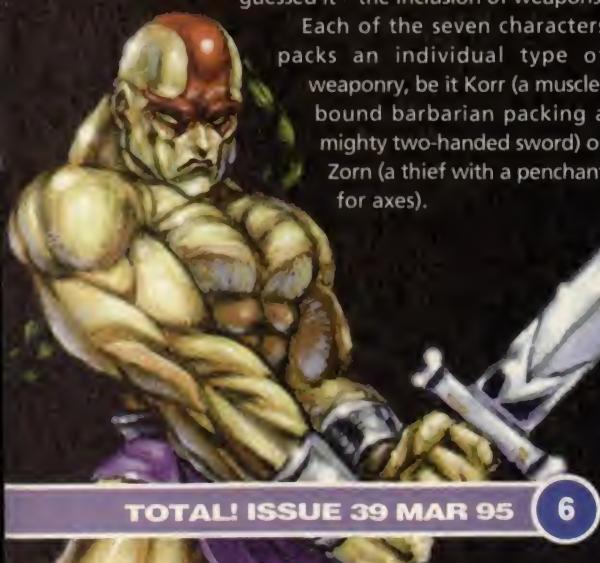
**An ex-Street Fighter II designer reckons that he's just designed the best beat-'em-up of all time...**

**J**ames Goddard designed Dee Jay and was concept creator for *Street Fighter II Champion Edition* while at Capcom. Now he's ensconced himself at Namco, and believes that his dream to create the world's best beat-'em-up is nearing fruition.

"When I joined Namco, I was so sick of hand-to-hand fighting" explains Goddard. "I wanted to do something totally different. A lot of critics say there's nothing left to do in fighting games and it's all been done before. I think they're wrong". And *Weapon Lord* – due for US release in May – is the fruit of his passion and belief.

Developed in conjunction with Visual Concepts (of *ClayFighter* and *ClayMates* fame), *Weapon Lord*'s most immediately distinctive characteristic is – you guessed it – the inclusion of weapons.

Each of the seven characters packs an individual type of weaponry, be it Korr (a muscle-bound barbarian packing a mighty two-handed sword) or Zorn (a thief with a penchant for axes).



But Namco is pinning its hopes on the belief that *Weapon Lord*'s main advantage over the competition is the depth of gameplay. Several innovative new features have been incorporated into what first appears to be a standard one-on-one beat-'em-up. Firstly, let's take the concept of blocking. In *weapon lord*, there are multiple kinds of blocks – passive blocks and aggressive blocks, in varying stances – with different implications, results and risks to each. The idea being that players can more fully exploit his or her character's advantage over their opponents while at the same time developing a unique personal style of play.

Secondly, with at least ten special moves per character (and all of them useful, maintains

Goddard – no cheesy moves that look fantastic but are about as useful as a luminous lettuce) which, by my shaky mental arithmetic, makes 70 special moves and at least 138 collision match-ups per character (each resulting in a different energy-sapping blow), *Weapon Lord* could well turn out to be – on paper at least – the 'deepest' Super NES beat-'em-up to date. An overdue and very welcome breath of fresh air, if you like.

*Weapon Lord* will be a 24Mbit SNES cartridge, and already is gaining considerable enthusiastic press in the US. The feeling is that there might be just one more chapter in the 16bit beat-'em-up saga, and that the chapter is *Weapon Lord*. You've been warned...



*Weapon Lord*, as the name suggests, is stuffed to the seams with sword/stone mallet action.

And the good news is that it was programmed by people who worked on the *SFII* coin-op.





I'll stop carping on about things I know nothing about now. Just enjoy the screenshots.

This one's especially good with all that fire and stuff. Bit violent though, eh?



# LORD

## The Magnificent Seven

Seven characters wait to do battle in *Weapon Lord*. Namco is keen to stress that although many other fighting games have more characters, *Weapon Lord*'s are all completely original – there's no colour switching (in the case of Ken and Ryu) to give the impression of being more. Here they all are:

- **Korr** (barbarian, with two-handed sword)
- **Zorn** (thief with an axe)
- **Divida** (evil sorceress)
- **Talazia** (used to be a falcon)
- **Bane** (muscly type in wolf mask)
- **Gen Tei** (female barbarian)
- **Demonlord** (the end boss – he's holding the tournament to see who's strongest – and he's a right tricky bugger).



**PUBLISHER: NAMCO**  
**DEVELOPER: NAMCO & VISUAL**  
**CONCEPTS**  
**SIZE: 24MBIT**  
**FORMAT: SNES**  
**RELEASE DATE: MAY (US)**  
**PRICE: TBA**



Blimey, looks like this bloke's on the receiving end of a special towel attack or something... how odd!



## NINTENDO NEWS

# VIRTUAL BOY

## MAKES GAMERS SEE RED

**CES**

antics seen in the very first Mario arcade game. Without wanting to bury the game before it's even released, it doesn't look like being a gameplay ground-breaker, but it'll certainly be a familiar way of introducing the system's new display system.

More interesting perhaps is *Talero Boxing*. It's a, wait for it, boxing game. But with a difference. For a start it's true 3D, but also it combines the gameplay style of *Super Punch Out* with an alien theme which should tie in well with the 3D aspects. The 3D is limited to arm movements travelling in and out of the screen, but it is a boxing game.

Plus there's *Pinball VB*. This is half-complete at best but we can tell you that it has a table receding into the distance and some spooky space-age flippers. There's still a long way to go, so we'll bring you updates as we get 'em.

There have been mixed reports about the Virtual Boy, but the fact is that Nintendo is making a brave move into an area of technology that nobody's been able to make before.

Anyway, TOTAL! can report – having seen the very latest versions of the software – that the 3D effect really isn't that bad at all. The reason that it got such bad press when it was first released was simply down to the fact that the games shown were only 10% complete. Now they're 75% complete and look considerably better. Nintendo are backing the machine with a \$20 million marketing campaign and are predicting sales of 4million units by March '96. Ambitious? Probably not. A bit dull? Almost certainly. But what you want to hear about is the games – here goes...

At the time of the show three titles were being brazenly shown off including, inevitably, a Mario title. Called *Mario Bros VB*, the game is significantly less ambitious than the more recent Mario games and returns to the simple single-screen platform

What price fun, eh? As you can see, this businessman looks a right plonker, but I guess he's happy in his little Virtual world. Bless 'im.



*Mario Bros VB, Pinball and Talero Boxing are, surprisingly, looking pretty good. Maybe Nintendo have come up with a winner after all. We'll see.*

### Technical Specifications

**CPU:** Single 32 bit RISC processor running at 20MHz

**Display:** Dual Mirror scan, high resolution, oscillating LED displays

**Software:** ROM Cartridge, maximum capacity 128 Mbits

1. Adjustable eye piece
2. Digital stereo sound
3. Twin hi-res display
4. Two player port
5. Risc-based processing
6. Advanced LED system



# Welcome to TOON TOWN!

While there was no shortage of new games at the CES, there was certainly a shortage of new ideas. A large number of the new titles were cartoon licences. Get a load of this lot...

## SWAT Kats The Radical Squadron

**B**ased on a Hanna Barbera series, SWAT Kats features a group of Junkyard mechanics (who happen to be cats who create a load of special weapons out of old cereal packets and grommets in order to save MegaKat City from the likes of Doctor Viper, The Pastmaster and the Metallikats who all seem to be taking the puss (Sorry!). The game features platform and shoot-'em-up sections. Look forward to the Super NES game and the cartoon series later in the year.



## SPEEDY GONZALES - Los Gatos Bandidos

**A**nother ageing licence but one which should give rise to a fast paced (if not entirely original) platformer. As with most of these games, stick with us and we'll bring you reviews and release dates quick as a flash.



## Road Runner 2 Wile E Coyote's Revenge

**B**eep, beep, zoom. That's about it, really. More high speed chasing, more amusing animated set pieces, more of the same? We'll have to wait and see.



## Looney Toons B-Ball



including ball transformations so you get more than just a traditional game of basketball.

## Sylvester And Tweety

**E**veryone's favourite Puddy Tat finally gets the chance to mutilate that annoying little tit Tweety Pie (with your help of course). Big, well-animated characters are the order of the day here, and from what we've seen the gameplay holds up fairly well, too.



## PORKY PIG'S Haunted Holiday

**S**everal of these games are based on rather passe characters so let's hope the emphasis is on good gameplay. Porky goes on holiday and, surprise, surprise, comes up against a vast array of spooky happenings.

It looks good graphically, but we all know that's often as far as quality control goes so we'll get a review copy in as soon as possible.

## ACME Animation Factory

**E**xcellent novelty value to be had from this curious cart from Sunsoft. You get to choose or create the backgrounds, introduce the Looney Tunes characters then set them off in your own animations. They may not be broadcast quality but doubtless they'll be a whole lot of fun.



## SCOOBY DOO Mystery

**W**e've just heard that this isn't going to be an official UK release but if the game based on that most groovesome of TV shows is any good we'll let you know so that you can get hold of an import version. Watch this space for more Shaggy and Dog stories.

## The Itchy And Scratchy Game

**A**ccomplished squeeze yet more from their Simpsons licence with a game based on the exploits of young Bart's favourite (and extremely violent) cartoon characters. If the game's anything as violent as the cartoon snippets seen during the Simpsons shows then it'll probably get banned before it's released. Should be a hoot!



# Sporting FRENZY



Another large chunk of the new releases was taken up by sports sims. Here's a look at what you'll be able to get your hands on (whether it's an official release or an import) over the next nine months.

## Tecmo Super BASEBALL

**U**sing Tecmo's exclusive Flying Camera™ technology, this latest baseball game offers a roster of over 700 real players, a season-saver battery back-up, blah, blah, blah... Look. It's another baseball game. However, from what we've seen it offers just about everything any baseballer worth his or her salt could ever need. It's available in the US now so look out for import versions real soon.

## Tecmo SUPERBOWL

**H**ot on the heels of *NFL Quarterback Club* (reviewed in this issue on page 38) comes Tecmo's American footy offering. No news of an official release as yet but Yankie footy nutters will be able to get it on import regardless. Still, with both the brilliant *Madden* and rather promising newcomer *NFL Quarterback Club* already stitching the market right up, it'll have to be pretty special game that makes any impact.

Um, "33, 27, Kelly's eye, hit, hit, hot." or something. More American football from the chaps at Tecmo.



## Sporting News Baseball

**H**udsonsoft get a piece of the baseball action (in the states at least) with their impressive looking new simulation. Whether it's as technically packed as some of the others on offer remains to be seen, but graphically at least the game delivers in spades. These are some of the biggest player sprites we've ever seen. Oh, and you can even play on the Field Of Dreams like in that Kevin Costner movie, though whether you can actually throw the game for cash only time will tell.



Big sprites are the order of the day in this game. And very smart they look too. But yet another baseball game?

## Tommy Moe's Winter Extreme: Skiing And Snowboarding

**S**kiing games are quite a rarity, but this one looks stunning. We haven't got the chance to play it yet but believe us, if the gameplay is anything like the graphics it'll be a corker. More news as we get it.

Ah, to feel the wind in your hair, the excitement, the thrills, and the inevitable spills that leave you face-down in a patch of curiously yellow snow.



## Frank Thomas BASEBALL Acclaim

If you've got more money than sense, why not buy a third new baseball game. Famous Frank Thomas fronts this title and needless to say, beyond this bit of endorsement, the game offers just as much stick on ball excitement as the other 3,000,000 baseball games currently available.

## Tecmo Super NBA Basketball

Packed with features, this basketball game features full five-on-five player action and looks to provide a pretty solid game for any fan. However, it'll still have to go some to beat the exhilaration provided by *NBA Jam*'s all-out arcade style action. Speaking of which, the latest *NBA Jam* game is reviewed on page 40 of this very issue.



# WATCH OUT!

## That Donkey Kong Country Cart Might Be a Fake!

A legal-mungous announcement from Nintendo claims that Samsung (makers of cheap TVs and refrigerators, oh, and occasional employer of John Cleese) has been manufacturing black market *Donkey Kong Country* cartridges. This is about as illegal as you can get, evidently, and so the two electronics giants are heading for court in the US.

Supposedly, a game distributor came up to Nintendo at CES in Las Vegas showed some of the top brass one of the counterfeit cartridges he'd found on business in Latin America. Upon opening the cart up, the chip that should have had 'Nintendo' written on it was covered in a black lacquer. Once the lacquer had been scraped off, the name Samsung was there for all to see. Heads will inevitably roll.

So are you at risk of picking up a dodgy cart? Not really. Most counterfeit cartridges wind up for sale in China and the Far East. But it makes you think... what else could be a forgery? Is this TOTAL! real? Is the real Andy Dyer actually intelligent and good looking, held hostage by... (Enough of that, Mr Dyer! Everybody).



Nintendo don't take kindly to people ripping them off. And they're scary and rich. So don't try this at home kids.

## NINTENDO wired up with GTE

**G**T who? Well, actually GTE is a huge communications company in the US. And while the only project so far unveiled is the 'Phew! What's that smell?' *FX Fighter*, there are plenty more projects in the pipeline. Or should that be in the coaxial cable?

Nintendo has hinted that the real objective behind this new partnership is to expand Nintendo's presence on the information superhighway. Sega recently launched the Sega Channel in the US (gamers can download from a selection of 50 games from their TV set to a special box attached to their Mega Drive) and now Nintendo wants a similar system for itself.

And we all know that what happens in America invariably makes it to the UK sooner or later...



Imagine playing *FX Fighter* over the airwaves. Well this story is nothing about such a possibly so read the bloody thing and don't just look at the picture.

## Japan goes first!

**G**uess what though, Japan already has a TV channel dedicated to Super Famicom gaming, called, remarkably enough, the Super Famicom Channel. To use it, you use a Famicom add-on, a set-top satellite receiver and a

special cartridge, allowing you to save information broadcast on the channel. The system is called BS-X and looks spectacular. Softies are falling over themselves to advertise and demonstrate games on the channel. It's weird, it's spooky, it's Japan.

## GOLDENEYE

**D**ue to the untimely injury to Pierce Brosnan's back, the new Bond movie, *Goldeneye*, will be re-written to feature an aged Bond who's barely able to walk down the shops let alone battle power mad villains – and now the only drink he takes 'shaken, not stirred' is a rancid, over-stewed pot of Darjeeling. What's more, his old friend M has dispensed with all the usual fancy gadgetry and instead furnishes 007 with a vast array of boiled sweets.

The new version, which is likely to be called either *GoldenZimmer* or *On Golden Bond*, will be appearing on your Nintendo later in the year. Just before the time of going to press, a fresh story has sprung up that in fact, Pierce's back is all better and the film and all subsequent games will revert to the original storyline and a more sensible title. Oh well.



Pierce Brosnan holds a glass of something expensive aloft as if to say "I shall be rich and handsome, losers!"

# SUPER FX CES ASSAULT



**I**t looks like the Super FX chip is finally beginning to generate some interest with the announcement of four new titles. First up there's *StarFox 2* which is exclusively featured on page 18.

Then there's the much talked about *FX Fighter* which, while not graphically in the same league as Sega's *Virtua Fighter*, promises to be every bit as playable (let's hope so).

Third comes *Dirt Trax FX* which we've previewed over on page 22. And finally there's *Comanche* (pictured here). Doesn't look like an FX game does it? That's because it features the new Super FX2 chip and something called Voxel graphics which, without getting bogged down in tedious techy speak, means that the programmers have been able to create these amazing, undulating texture-mapped environments. This one doesn't release until the middle of the year, but we'll bring you a work-in-progress feature long before it hits the shelves, don't you worry!



**Above/left:** *FX Fighter*. A possible *Virtua Fighter*-beater in gameplay terms?  
**Above:** *Comanche* uses the Super FX2 chip to brilliant effect. Not bad!



**Right:** Looks more like a PC game than a Super NES game doesn't it?

## Stuck In The Stone Age

**A**fter several delays, The Flintstones movie licence has finally arrived. Well, almost. Having seen it at the CES we're getting straight on the blower to those involved in order to bring you the full review in our very next issue.

Let's hope that the forthcoming game's better than the turkey the movie turned out to be. As ever, we'll bring you the first review.



## Super Turrican 2



**W**hether you're a fan of previous *Turrican* games or not, this latest offering looks, at the very least, stunning. The graphics look utterly amazing with many of the levels featuring enormous, swirling Mode 7 enemies. It should be available here in the UK around May time so keep 'em peeled!



*Super Turrican 2* looks like being one of the most exciting shoot-'em-ups yet.

# Donkey Kong Land

**Game Boy**

The Graphics featured in *Donkey Kong Country* were miraculous enough on the Super NES. More spectacularly though, almost identical visuals (albeit black and white) have been achieved in the forthcoming Game Boy title *Donkey Kong Land*. Obviously the game won't be on quite the same scale but it will feature all new worlds and still contains Donkey Kong, Diddy Kong and all their helpful little friends. It looks like it'll be a stunner and is due for release in the US around about now so look forward to a UK release in the next couple of months.

## Donkey Kong Gives Steven Spielberg A Right Slapping!

Practically everyone on the planet has been force-fed *Jurassic Park* for some time now and the revenues from the film and all related merchandise has recently topped \$400 million. Which makes the following fact all the more impressive: *Donkey Kong Country*, at the time of going to press had sold over six million units generating revenue of around \$400 million. Not bad for a Super NES game programmed by a UK software team!

Congratulations to the team, eh?

Phwoar! Looks just like *Donkey Kong Country* but with a bit less colour. This should be a complete stunner. More news next month.



## Who Needs Next Generation?

During the short time it was on sale during 1994, *Donkey Kong Country* made more money than the Sony Playstation, the 3DO machine and Sega's Saturn.

This once more proves that the smart money is still well and truly on the Super NES, for the time being at least.

## CHARTS

Well stone the blinkin' crows, Guvnahhh! *Donkey Kong Country*'s only gone and done it again!



### SNES

1	NE	Donkey Kong Country
2	6	Mortal Kombat
3	5	The Lion King
4	NE	Earthworm Jim
5	4	FIFA Soccer
6	2	Street Racer
7	NE	Super Bomberman 2
8	NE	Sensible Soccer
9	6	Mortal Kombat II
10	NE	Mario All Stars

### NES

1	1	Super Mario 3
2	3	Pacman
3	10	Alfred Chicken
4	NE	Kirby's Adventure
5	NE	Mario Is Missing
6	2	Battletoads
7	NE	Terminator 2
8	NE	Bionic Commando
9	8	Tetris 2
10	NE	McDonaldland

### GB

1	1	Donkey Kong '94
2	5	Space Invaders
3	3	Wario Land
4	NE	Micro Machines
5	7	Super Mario Land
6	2	Tetris 2
7	NE	Zelda - Link's Awakening
8	NE	Aladdin
9	NE	Top Ranking Tennis
10	NE	Alien Vs Predator

# DEMOLITION Kirby

**CES**

Following in the wake of game such as *Hebereke's Popoon* and, er, all those other blob-dropping efforts comes the latest Kirby game. Entitled *Kirby's Avalanche* the game is actually that old import classic *Super Puyo Puyo* with new graphics and a snazzy new storyline.

Whatever the front end's like though, the original game was pure class so look for an official release



Two new and very different Kirby games. And both of them look like they'll be a bit special.

## Colour Game Boy! (Well, kind of)



Now you can choose a Game Boy to match your shirt, trousers... even your pants. (Brown one not pictured.)

Previously, you could get your Game Boy in any colour you wanted (as long as that colour was grey, of course). But now Nintendo has released five different colour Game Boys, including a very snazzy clear, 'see through' edition. While you'd have to be money-mongously rich to buy one for each outfit, the idea is that now you can choose one that suits your style.

"But who's interested in Game Boy?" You say. Well you should be. Nintendo has announced that *Donkey Kong Land*, a scaled-down version of the smash hit *Donkey Kong Country*, will be made available for Game Boy later in the year. Nintendo insiders reckon that this should be the best Game Boy game yet.

## SNES

### Still The Biggest

Out with the old in with the new is definitely not the be all and end all of Nintendo's strategy over the next two years. The excellent news for all us SNES fans is that Nintendo predicts that in 1996, 50% of its revenue will come from the SNES, 20% from the Virtual Boy, 17% from Game Boy-related sales with Ultra 64 taking a 13% slice of Nintendo's sticky bun of cash. So don't go throwing your old systems out just yet!



## Side Pocket

As we all know, pool is the greatest game in the world, and *Side Pocket* on the SNES is the best computer pool game ever (we reviewed the import version back in issue 29 and gave it a very respectable 89%).

The good news is it's just been released officially in the UK so we suggest you should get down to your local game store immediately.



*Side Pocket* is a brilliant interpretation of the world's best game. (We like a bit of pool here at TOTAL!)

## EARTHBOUND

This huge 24Mbit cart takes role-playing to new heights. It's still pretty much in the cutesy manga-esque style made so popular by the Japanese RPGs but promises heaps of exciting (and hilarious apparently) sci-fi action. It's due for release in April in the US so look out for a review in just a couple of months.

RPG in a cutesy Sci-fi world. Role-playing fans will love this massive 24Mbit adventure. It's superb.

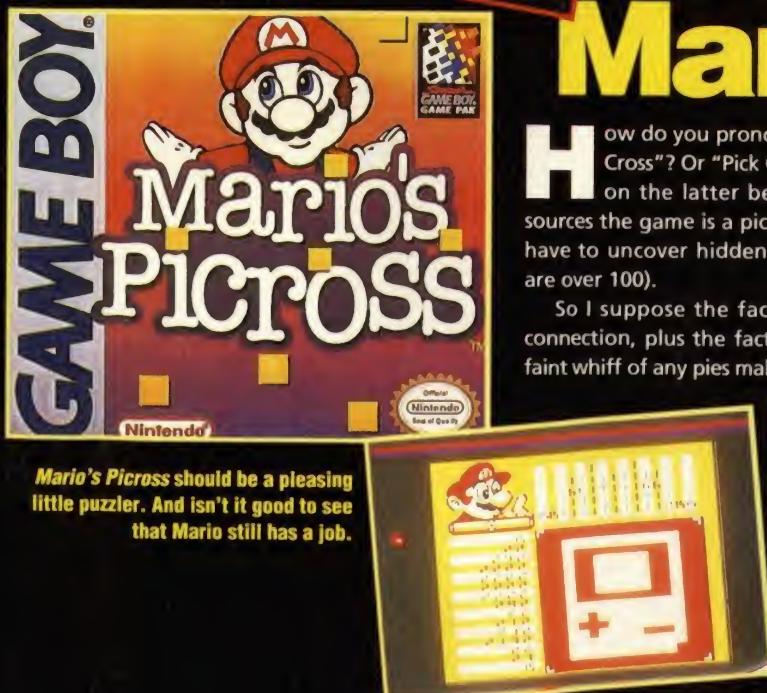


# JUDGE DREDD



**J**ustice raised its ugly, fascist head at the CES this time when Acclaim revealed its plans to launch a Judge Dredd game in conjunction with Sylvester Stallone's latest blockbuster film this summer. The game will be a platform shoot-'em-up and follow the story of the film quite closely which, as it involves the Judge taking off his hat and falling in love for the first time, should upset Dredd's stalwart fans, including us.

Other than telling us that the game will appear on Game Boy and SNES, Acclaim were staying very tight-lipped about the whole thing but with over a million quids' worth of hype already planned we should be hearing a lot more about this in the very near future. Programmed by Probe, the British team behind *MKII* for the Mega Drive big things are expected for the man with the shiny boots and funny shoulder pads. More details next month.



## Mario's Picross

**H**ow do you pronounce this then? Is it "Pie Cross"? Or "Pick Cross"? Well, our money's on the latter because according to our sources the game is a picture puzzle in which you have to uncover hidden images (of which there are over 100).

So I suppose the fact that there's a picture connection, plus the fact that there's not even a faint whiff of any pies makes our earlier assumption all the more valid. Anyway, the fact is we have no idea how you physically play the thing

but what we do know is that it's coming out in June, it's Super Game Boy compatible and it has Mario in it so it will at least be a modicum of fun. Are we talking nonsense? Well, no we're not. After all, if our information is correct, Nintendo are launching a \$2 million TV advertising campaign. Quite big for a little puzzler on the Game Boy wouldn't you agree? So it's a safe bet that it'll be something special. There'll be more news soon, short, fat, moustachioed plumber fans.

Not entirely sure what's going on here but heck, if it's got Mario in it, it has to be fun.



# TOP GUN ULTRA 64



CES



Yes it's true, that annoyingly Hunksome Mr Cruise will be coming to the Ultra 64 very, very soon.

**D**o you know anyone with more money than sense who bought a PC to play brilliant games on? If you do, pop round to their house and stare in through their front window with a smug grin on your face.

When they eventually come out and ask you what the hell is going on tell ask them how stupid they are for spending £800 too much for a machine that isn't as good as the Ultra 64 will be when it comes out later this year. Then ask them to show you a flight sim and quietly snigger, safe in the knowledge that Nintendo have signed a deal with Spectrum Holobyte (purveyors of quality flight sims like *Falcon*) to produce games for the Ultra 64 including a stunning game based on the hit movie Top Gun.

## Ultra 64 On Schedule

**T**OTAL! representatives met with Silicon Graphics and Nintendo at CES to find out more about Ultra 64. All the big cheeses were rolled out in TOTAL!'s honour and the conversation went something like this:

**TOTAL!**: So is there any more new on a definite release date for Ultra 64?

**Big cheeses**: Err, no comment.

**TOTAL!**: Okay, can you tell us what games will be available at launch?

**Big cheeses**: Err, no comment.

**TOTAL!**: How about of there'll be a CD-ROM drive available?

**Big cheeses**: Err, no comment.

**TOTAL!**: Any news as to if there'll be a Mario game for Ultra 64?

**Big cheeses**: Err, no comment.

**TOTAL!**: This is a bit of a waste of time isn't it?

**Big cheeses**: Err, no comment.

**TOTAL!**: Go on then, say "Err, no comment" if you all smell of wee.

**Big cheeses**: Err, no comment.

Actually, we made that last bit up. But you get the idea. Anyway, the fact is that the reason everything is "No comment" is because nothing's changed from the original plan! Ultra 64 will launch at the end of this year in the US for \$250 (that's £175-ish). Smart stuff, eh!



**"It's got Kylie!  
And Jean-Claude Van  
Damme! It's  
got Hurricane  
Kicks and Dragon Punches!  
And it's coming to a cinema  
near you..."**

## More Bonkers Than Earthworm Jim?

**T**here's a new superhero about to burst onto the scene who's just as bizarre as our old mate Earthworm Jim. The unlikely character is called The Tick and despite his flea-like name he is in fact the beefiest looking bloke imaginable.

He's based on a cartoon character who appeared in the US late last year and the game of the series features massive sprite making the game very arcadey. It all looks very odd indeed (one of his foes has a chair for a head!!) so we'll grab an import copy as soon as they're available to see just how warped it all is.

**The Tick. A steaming great behemoth of a bloke who's appearing in an hilarious cartoon-inspired game.**



**Y**es, the movie of the game is upon us. Gamers have endured years of dodgy movie conversions (who can forget *Dick Tracy*?), but now it's chance for revenge. Because now videogaming has got so big that Hollywood wants to make movies of hit titles. So later in the year you'll be able to see *Mortal Kombat* and *Double Dragon* in the cinema, and of course, the biggest one of all... *Street Fighter - The Movie*.

TOTAL! has seen a sneak preview of *Street Fighter* in the US, and can now bring you this exclusive review. So what's the plot? Well, M. Bison (played by the late Raul Julia) is holding 63 relief workers for ransom in the war-torn, mysterious Southeast Asian city known as Shadaloo. And unless the Allied Nations pays Bison \$20 billion in 72 hours, well, let's just say that the hostages of Shadaloo will be Inthepoo. Except, of course, Bison hasn't planned for the intervention of Colonel William F.

<b>DATA CARD</b>	<b>STREET FIGHTER — The Movie</b>
<b>FROM:</b>	Universal Pictures (with Capcom)
<b>PRICE:</b>	£3.50 (approx), plus optional PopCorn
<b>RELEASE:</b>	Summer '95



Guile (Jean-Claude Van Damme) and English secret agent Cammy (the lovely Kylie Minogue)...

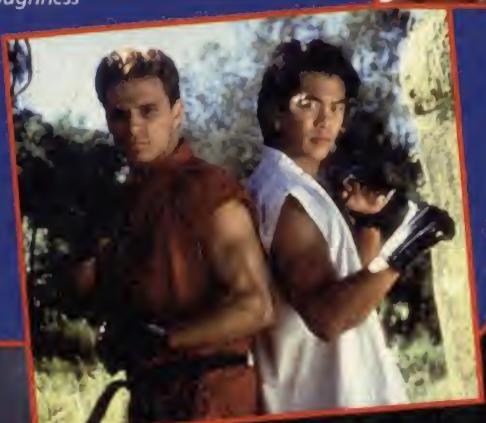
You can probably guess the rest. So is it any good? Well, yes – in a 'sit round and wait for everyone to do their special move' kind of way. All the characters appear, all get to do an 'action' sequence or two and Good triumphs in the end. We heartily recommend that you check it out as soon as possible.

Jean-Claude Van Damme says "I don't need bodyguards." and you know what? We believe you... Mr Van Damme, Sir!

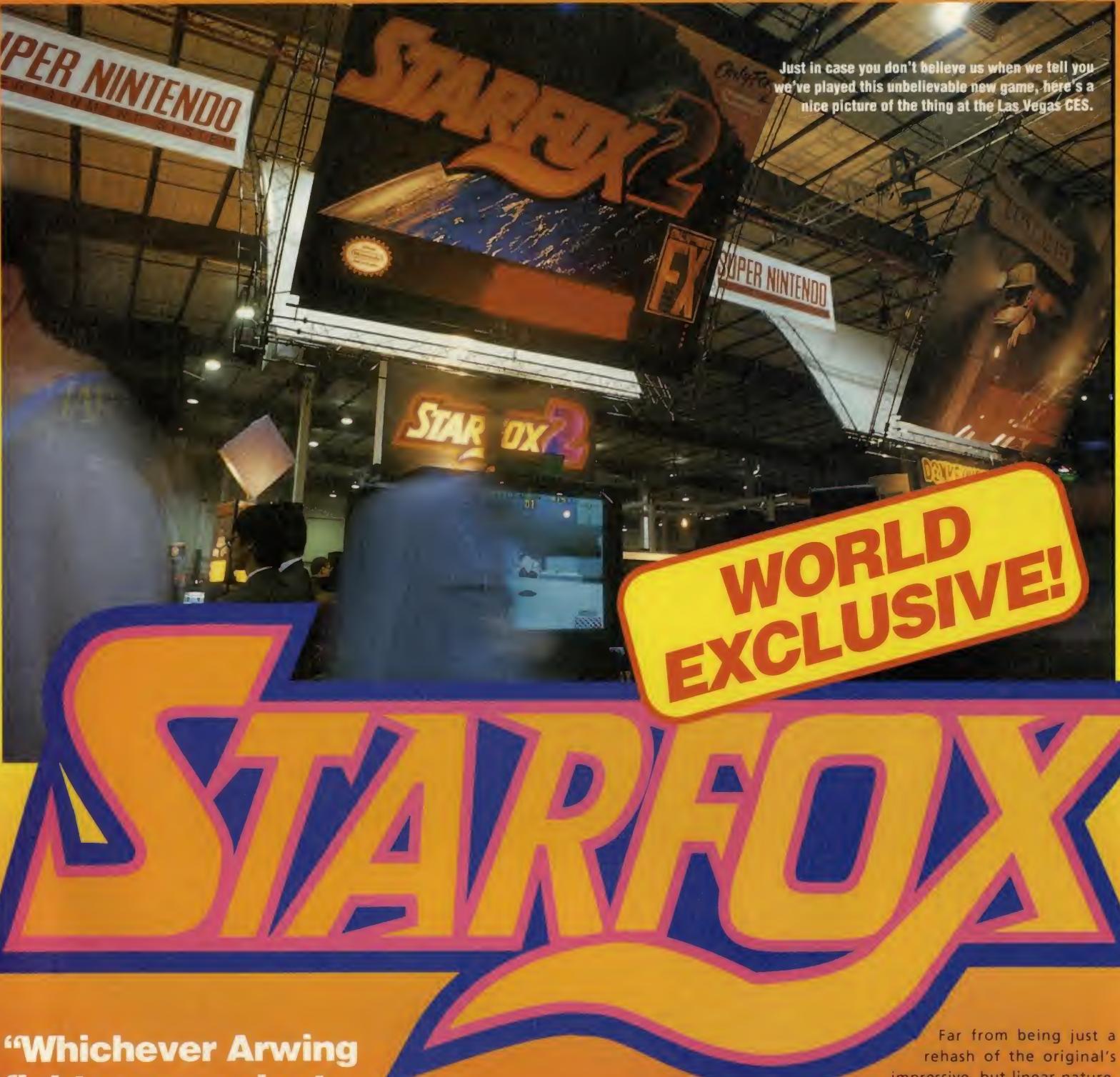
## That movie cast list in full

So who plays what? And have you ever seen them before?

<b>GUILE</b>	Jean-Claude Van Damme : <i>Blood Sport, Time Cop, Hard Target, Nowhere to Run</i>
<b>BISON</b>	Raul Julia : <i>The Addams Family, Presumed Innocent</i>
<b>CHUN LI</b>	Ming-Wa Wen : <i>The Joy Luck Club</i>
<b>KEN</b>	Damian Chapa : <i>Under Siege, Saints and Sinners, Lights Out</i>
<b>CAMMY</b>	Kylie : <i>In your dreams, matey!</i>
<b>DHALSIM</b>	Roshan Seth : <i>Um... not likely.</i>
<b>SAGAT</b>	Wes Studi : <i>Last of the Mohicans, Geronimo</i>
<b>RYU</b>	Byron Mann : <i>Err, Dark is the Night, anyone?</i>
<b>BALROG</b>	Grand L. Bush : <i>Die Hard, Lethal Weapon, Demolition Man</i> (supposedly)
<b>HONDA</b>	Peter Navy Tuiasosopo : <i>Necessary Roughness</i>
<b>VEGA</b>	Jay Tavare : Not as such, but he's a former world break dance champion.
<b>ZANGIEF</b>	Andrew Bryniarski : <i>Hudson Hawk, The Program, Batman Returns</i>
<b>T.HAWK</b>	Gregg Rainwater : Well, not as such.
<b>DEE JAY</b>	Miguel A Nunez, Jr : <i>Harlem Nights, Action Jackson, Lethal Weapon</i>
<b>BLANKA</b>	Robert Mamnone : <i>Jack to Nowhere?</i> No? How about Luigi's Ladies? Maybe not...



This picture is rubbish, whereas the one above with Cammy and Chunners is far more visually rewarding.



Just in case you don't believe us when we tell you we've played this unbelievable new game, here's a nice picture of the thing at the Las Vegas CES.

# STARFOX

**WORLD EXCLUSIVE!**

**"Whichever Arwing fighter you select, your ship can, while engaging in surface battle sequences, morph into a bizarre, angular planetary walker. Yep, tool up and stomp some alien filth..."**

The original *StarFox* was the greatest home shoot-'em-up of all time. No arguments – it's that simple. The leap in technology, the player-friendly depth and playability, the pure adrenaline rush of the action, that stupid toad thing... It was, to get technical for a second, great. And another thing, at the official Nintendo *StarFox* Challenge, TOTAL! quite literally thrashed the pants off all those other stinky magazines to prove that we really are 'best' when it comes to... (Get on with it, Andy).

And now, the sequel... The first thing the developers bleedin' well did was to improve the already ace FX Chip technology to make it work harder and faster, and to mould and squash the cart memory to accommodate all the planned new features and quirks.

Far from being just a rehash of the original's impressive, but linear nature, *StarFox 2* is an entirely new experience. The playfield is hugely enhanced, with a strategy map window for planning and tracking your progress. The two-player cooperative mode is wildly pleasing, and now there are eight stupid animal characters to choose from, each with their individual ship with its own strengths and battle characteristics. Silence Falco or Slippy by controlling them yourself.

Whichever Arwing fighter you select, your ship can, while engaging in surface battle sequences, morph into a bizarre, angular planetary walker. Yep, tool up and stomp some alien filth. During these phases, certain, ahem, *Doom*-like elements come into play. The walker can, erm, walk, run, blast, and jump onto usually inconveniently positioned power-up and key placements. Should you run into difficulty, you can always morph back into the Arwing to teach 'em a more airborne lesson.

**BELOW and RIGHT:** This should give you some idea of the new screen layout. The play area is much enhanced and though you can't see it here, the graphics are now considerably faster and smoother.



# 2

As has been proven time and time again, the best gaming fun is to be found in multi-player games, hence the inclusion of this rather brilliant simultaneous two-player option. This is a superb sequel.

The whole thing is controlled from an extensive interplanetary map which constantly updates you on the ruthless bombardment from evil man Andross' forces. Occasionally, a direct attack is launched which you can choose to intercept (if you fancy it, that is).

The action then cuts to a standard space battle. Everything happens in real time, so, while you're happily zapping and spinning away at Andross' best shots, he may choose to slip a few ships in through the back door (the swine) meaning you're always juggling between 3D blasting and careful, strategic planning.

It's huge, unpredictable, varied, the graphics are (thanks to the second generation FX2 chip) fantastically smooth and it makes the original *StarFox* look (sorry to get all technical on you again) crap. Plus, Nintendo look set to offer the game at a much more reasonable price. It all sounds rather too good to be true, true it is, and very good at that. Five months and counting...



**WORLD  
EXCLUSIVE!**

# STARFOX 2

## ARWING MK 1

This handy option is activated by picking up a shield item. It generates the cloaking chassis and you become transparent to your foe. Plus you can withstand several direct hits before it finally wears off. Cor!

**Power Shield Generator**

**Cloaking Chassis**

If both of your wings are blown off, thus rendering your twin blasters inoperable, you can always fall back on this!

**Ion Laser Cannon**

**Pitch/Yaw Compensators**

**Twin Inertia Control Booms**

**Twin Laser Pulse Blasters**

You start off with your Ion laser cannon, but by picking up the twin blaster icon, you double your fire power

**Single Seat Cockpit**

**Nova Bomb Discharge Bay**

This powerful weapon only has to detonate in the general vicinity of your enemies to either completely total them, or in the case of larger ships, inflict serious damage. The bay can carry up to five bombs, obtained by collecting the Nova bomb icons. Get blasting!

On a recent visit to the Las Vegas Consumer Electronics Show, TOTAL!s top-level, top-secret (etc) American Correspondent managed to play all the way through the game. Here's his report...

**W**hile Sony, Sega and Atari fiddle around with extra 'bits', CD revamps and general adaptor arsenals, the good people at Nintendo still insist on lounging smugly in the 16-bit jacuzzi, frantically lathering up their already spotless reputations with the, er, "good, solid gameplay is all that matters", um, soap.

Ultra 64 may look sexy enough to wash your pillow-cases for, but it's still annoyingly out of reach and, in Las Vegas, Nintendo seemed more anxious to showcase the decidedly "hmm... yeesss..." Virtual Boy than to spazwarp our senses with stunning new Ultra games. ("Wow! It's *Killer Instinct*... the coin-op. Yeah, yeah. Er... and look! The nice men in suits at the Silicon Graphics stand are telling us all about the Ultra 64 technology – like what you've already read in TOTAL! about five months ago.") Have patience, my dears, have patience...

BUT, staggering camply into the big, smooth and LOUD Nintendo arena, I find something to become – oooh – mildly excited about. It's quite easily the most playable, most interesting game on display. And it's a sequel. Shucks!

The nice lady from the modelling agency, in a Nintendo T-shirt, presses a joypad into my hand and, er, hey guys, I'm off!

StarFox 2 is to StarFox what Street Fighter II Turbo was to Street Fighter II. Brace yourself for the inevitable whines of, "Aw – it's only StarFox with some extra bits. Loadofoldruuuubbish!" Swat these cynical swines like the filthy, disease-ridden flies they are and brutally step over their twitching bodies to get your first go... um, in August. Sorry.

In the original StarFox, you basically had three linear routes – depending on the chosen difficulty

**STARS**  
Beautiful looks,  
brilliant gameplay,  
huge, varied and  
fun

## ARWING MK 2

Unsurprisingly, the Mk2 Arwing is much the same as the old one in appearance. However, the boffins at space HQ have been hard at work attaching all sorts of technological advancements... Oh all right, they have in fact simply screwed on a few brass hinges (flush ones, mind) which enable the Arwing to transmute, or morph, into a big robot thing whenever things get a bit hairy up in the air. And then of course you can change back again if you want. Bloody smart eh?

level. Here, things are much more complex and spidery, giving the game a much wider scope and potential for greater lastability. The key is – you're never safe. No matter which planet you choose to visit, or which space battle you become swept up in, you always have to keep a third eye on the constant attacks on the base planet. This is good.

Greater choice, that's another *Good Thing*. In the first game, you could only 'be' the fox, suffering the superior chirrup-ranting of Falco, the occasional bleat for help from Peppy, and the tiresome croak-whingeing of slimy old Slippy. Now, you can choose your 'best' cutesy non-human (each one has a particular brand of ship with varying speed and performance quirks) and zap-'em-up to much-needed credibility.

The planet surface morphing sections are refreshing and eerily vibey. Should you grow tired of the relatively safe business of swooping and bombing, you can now switch to your character's clanky, leggy alter-ego and, well, get down in there for a spot of full-on, close-quarters alien-slapping.

It has to be said, the game is rather easy to finish on the basic skill level, but the designers have taken extra special care to include a veritable mountain of other sub-options and genuinely appealing difficulty-based routes and scenarios – and the two-player option (obviously included as a direct response to Sega's much-inferior *Star Wars Arcade*) gives it all a gloriously rounded charm.

If this were a 'proper' review (which is sooo of is since we've played the game practically to death) it would certainly score well into the 90s. *Donkey Kong Country* has blasted the dull old platformer into luscious new state-of-the-art territory, and *StarFox 2* looks set to do the same for the tired old shoot-em-up.

## Watch out for the full review...

Now, although we've played the game to death, and this is practically a review, and we already think the game is phenomenal, we can't actually offer a formal opinion until we get the finished, fully functional cartridge. So don't expect us to say anything like "Bloody marvellous, buy it as soon as it comes out! TOTAL! Rating 96%"



BLAH BLAH  
BLAHS  
It's not out  
here yet!

Yes, in only four months you too could be piloting the all-new, morphing Arwing Mk2 fighter. It'll be a blast.



Ol' Foxy gives us a physical indication of the number of people who can play *StarFox 2* at once (At least, I think that's what he's doing).

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For ► Super NES  
From ► Elite

## DIRT RA

Phwoar! Texture-mapped right up or what? *Dirt Racer* promises to be the most graphically stunning FX game yet, providing it's released before the mighty *StarFox 2* that is.

You wouldn't want to fork out for new tyres on the monster truck would ya? Just how does the driver get into and out of that cab? Hmmnnn.

**D**irt Racer FX is the latest in a crop of games to be released in '95 featuring the new SFX chip. This polygon-based 3D racer is not entirely dissimilar to the brilliant *Stunt Race FX* released last year but the developers claim they



began work before they'd even heard of *Stunt Race FX*. And we believe them. Of course.

Billed as a cross between *Super Mario Kart*, *Stunt Race* and *Street Racer*, *Dirt Racer* claims to have taken all the best bits from these classic carts to produce the definitive racer for the SNES.

There are three vehicles to choose from, the 4x4 monster truck, the dune buggy and the off-roader. The high-revvin' action takes place off-road in either England, Australia or Alaska, each with five different track options.

There's no word yet on how many perspective changes will be possible. We'd be quite happy for them to just stick with this one though.

Below: Let's hope that the split-screen two-player mode doesn't suffer from the same slow-down problems as *Stunt Race FX*...



Judging by this bonkers environment the stunt tracks on *Stunt Race FX* are going to seem a tad tame.



# REVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS

# CER FX



Players are given the choice of entering league or cup competitions against the computer or head-to-head with a friend in split-screen mode.

From what we've seen so far, *Dirt Racer* is certainly superior to *Stunt Race* in terms of graphics. Each landscape includes literally hundreds of texture-mapped roadside objects and obstacles. We'll have to wait and see whether the gameplay is up to scratch.

Look out for a feature on the making of this potentially cracking racer in next month's TOTAL!.



... mind you, with those big info boxes at either side of the screen there's a good chance that it won't. Hurrah!



Why do racing games always begin on a massive chess board? Very odd.

That can't be right! There's no way that one of those ridiculous monster trucks could out-pace a top notch rally car. Wait until I get my hands on this cart.

We'll be seeing just how they created this monster of a game next issue. Miss it at your peril, erm, or something.

Admittedly the two-player mode looks great but the playing area is a bit small.



## THE DEVELOPERS SPEAK

Atko bumped into the makers of *Dirt Racer FX* in a queue for a cashpoint in Las Vegas. Chris Nash is the programmer and Adam Batham's a graphic artist. He managed to sneak an exclusive interview. Here goes...

**ATKO:** On the surface *Dirt Racer FX* appears to be a thinly disguised sequel to *Stunt Race FX*. What are the main differences, is *Dirt Racer* better, and how?

**CHRIS:** Yes it's loads better. Although it takes a similar format, the courses are much bigger containing literally hundreds of roadside obstacles. The 3D graphics are far more detailed and the game itself is a much greater challenge. There's no way of mastering this FX monster in a fortnight.

**ATKO:** *Dirt Racer* utilises the new SFX chip, how does it differ to the old FX chip?

**CHRIS:** It's twice as fast and enabled us to go to town on stuff like texture mapping.

**ADAM:** And the new chip has allowed us to use twice the amount of polygons used in *StarWing*.

**ATKO:** How long have you been working on *Dirt Racer FX*?

**CHRIS:** Since September 1993.

**ADAM:** When *StarWing* was released we liked it so we attacked the cartridge with a soldering iron and a magnifying glass to investigate all kinds of possibilities.

Things went on from there.

**ATKO:** Do you read TOTAL!?

**CHRIS:** Yes (when it finally gets upstairs after our Sales and Marketing department have kept it for a couple of weeks).

**ADAM:** I read the pictures.

**ATKO:** Hmn. Thanks, boys!



For the fifth time in one day Adam bores us with his rather lame Groucho Marx impression. That's enough!

Chris can't believe that we forgot to put milk in his coffee. Climb out of that pit and get it yourself. And cheer up!

# PREVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS

For ▶ Super NES  
From ▶ Ocean

# THEME PARK



Everything's going hunky dory for the moment but the punters will soon be very bored. Build more!

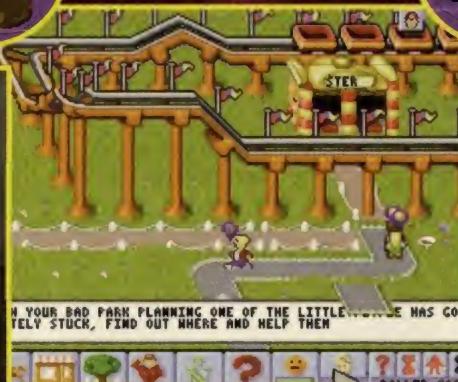
**T**his Sim City clone has been knocking around on one format or another for so long now that it's hard to get enthusiastic about its eventual SNES release. Until you learn of all the improvements, that is.

For those of you unfamiliar with the PC original, here's the lowdown: The point of the game is to design

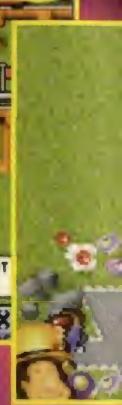


How does this fella breath? How does he eat? And more importantly, how does he give French kisses?

and run your very own Theme Park. Not only does it have to be fun and user-friendly but it must make money - pots and pots of money. The key to success is keeping the punters happy so if they're chundering on the roller coaster, take away the burger stand next to



Build your very own roller coaster but make sure you know which direction the ride goes.



For ▶ Game Boy  
From ▶ Ocean

# JUNGLE STRIKE

**H**ot on the heels of the somewhat disappointing *Desert Strike* comes *Jungle Strike*, a more promising sequel for the Game Boy.

You may have slaughtered General Kilbaba in the original game but his son, Kilbaba the Younger has now grown up and is even more bonkers than his old man. Armed with a large bag of nuclear weapons and a private army, world peace is at threat and only you can preserve it. With a Comanche helicopter, an F-117A Stealth

Fighter, an MX-9 Attack helicopter and an Assault Motorcycle at your disposal what could be more fun? Eh?

Set out over 30 missions this top-down strategic shoot-'em-up promises to be considerably bigger and far more controllable than its predecessor (*And so presumably it'll be half decent, then. Andy.*)

There's a rumble in the jungle coming on alright and we'll be reviewing it next issue. Whatever you do, don't miss it.

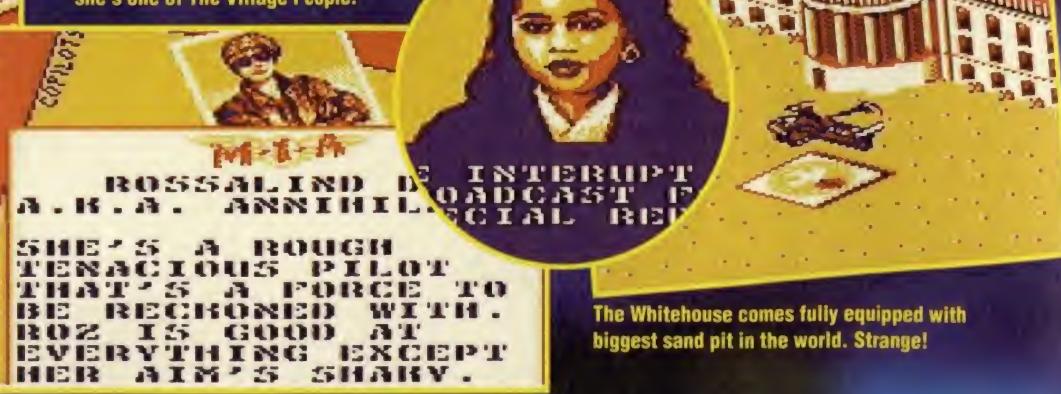


The race is on to see who can destroy the most American monuments. My money's on the helicopter.



As in previous conversions, great pleasure can be had by blasting innocent people having a quiet drive.

Below: She's not missing in action, she's one of The Village People.



The Whitehouse comes fully equipped with biggest sand pit in the world. Strange!

# PREVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS



Right: This is the best case scenario. No litter, plenty of customers, no massive queues and no one chundering all over those Legoland paths.

the queue and so on. The attention to detail in this game is absolutely tremendous.

On to those improvements.

The console version offers more rides than ever before, more ambitious attractions and changing landscapes for parks in



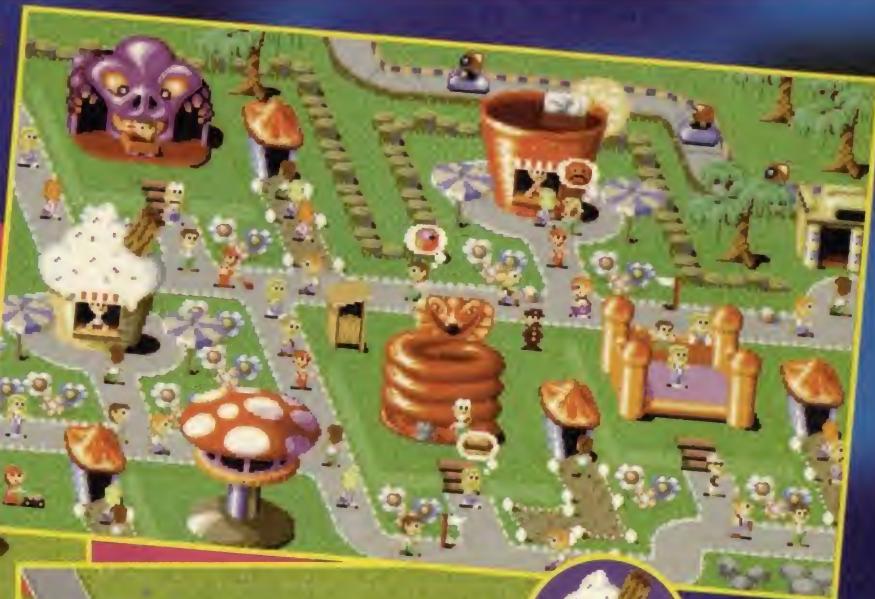
different locations. Are you excited yet? Then check out our full review next month.



NES II: The roundabout may be cutesy but the decisions are cut-throat.



Oh dear, the bouncy castle is on fire. Do something, you're the manager. Quickly!



You can call your park anything you like but make it cheerful and it's probably a good idea to offer something more than just a field.

For ► Super NES  
From ► Acclaim

## WARLOCK



Erm, it's a house and, erm, probably quite a dark one. Those windows should be at least three times bigger.



**Y**et another game based on a film that wasn't particularly good in the first place. Oh, the wind and the rain! Why? Why? Why?!

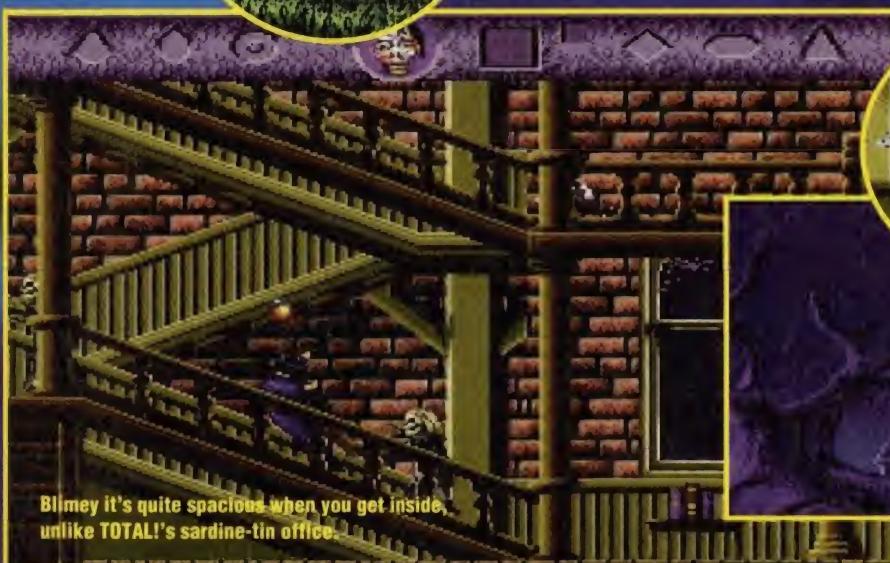
The film in question is that 1988 modern day witch-finding action adventurer starring the blond haired wimp, Julian Sands.

For the first time in my caption-writing career the opportunity to say, 'just a walk in the park' has arisen. What an anti-climax.

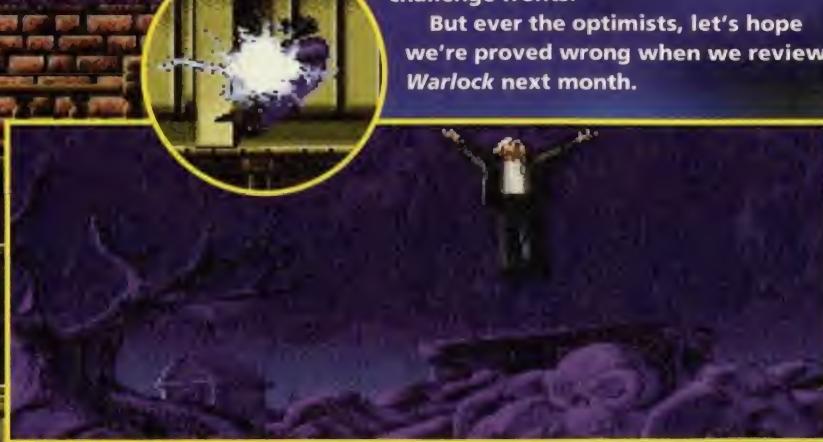
Warlock loosely follows the plot of the film (*Very loosely by the looks of it! Andy*) with our hero, a druid warrior, attempting to locate six runestones in order to restore light to the mortal world before the evil Warlock plunges us into eternal darkness.

Film licenses are notoriously pap and although *Warlock* is graphically acceptable we fear the worst on the gameplay and challenge fronts.

But ever the optimists, let's hope we're proved wrong when we review *Warlock* next month.



Blimy it's quite spacious when you get inside, unlike TOTAL!'s sardine-tin office.



TOTAL!'s very own Josse bump-started Julian Sands' cousin's motorcycle the other day. This is a true story.

# PREVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS

For ▶ Super NES  
From ▶ Marubeni

## THE FIREMEN

The year is 2010. It's winter in New York and the Metrotech Chemical Company is on fire. Oh my god! What are we going to do? Don't worry, calm down, none of this is strictly true. At least it doesn't appear to be true until you've had a lash on *The Fireman*, a new and original top-down, erm, squirt-'em-up for the SNES.

Can you save this grim block of flats from destruction?

We had a quick go with the crack two-man, high-rise fire-fighting team, Pete and Daniel before going to print. Apart from having no divorced couples giving it one more try, no small child with tuberculosis and no overweight pensioner prone to the occasional panic attack, this has all the excitement of that classic '70s flick *Towering Inferno*. In fact, even with just a couple of goes we're



It's my leg, I can't move it.

Oh well, that's torn it. I know the way out as well. See you in the next life. See ya, bye!

prepared to stick our necks out and proclaim right here and now that *The Firemen* will be the big surprise SNES hit of '95. Find out if we're right in our exclusive review next month.



Have you got any idea how long it took me to dry my hair this morning? What do you do? Squirt me with your hose. Cheers then!



With flames closing in all around, this would be a good time to use your water bomb.

Pete, over here! It appears to be snowing, let's build a snowman. Do you know how to build an igloo?

For ▶ Super NES  
From ▶ Gametech

## AIR CAVALRY



The mission screen shows you exactly where everything is but you can only look at it once. Why?

What a top idea! Take the best elements out of that classic SNES shoot-'em-up *Desert Strike*, change the perspective to 3D first person, chuck in some Mode 7 graphics and include a two-player split-screen option. A cart to salivate over? In theory!

*Air Cavalry* certainly seems to be a stonker. The graphics are detailed and the scrolling smooth, there appear to be plenty of varied missions and the split-screen mode is certainly inviting. It's just that, well, we only had a quick go but we suspect that something maybe wrong. It's difficult to

Nice Mode 7 graphics but not very controllable.

The Apache helicopter is probably not a good choice as they almost always malfunction after two flights.



What are those tanks doing there? There's no cover and they're not protecting anything. Go away!

pin-point exactly what that something is but, oh maybe it's just us, maybe we should play it to death before voicing our opinions. In fact that's exactly what we are going to do next month in our in-depth review. See you then.



Player one has his missiles locked in on that enormous pork pie beside the tanks. Could be messy.





# *More satisfying than a Lim- burger.*



When Biker Mice want to lick the dastardly Dr Limburger, they head straight for the nearest SNICKERS bar.

In this fast action racing game, only SNICKERS gives you enough hunger satisfaction to survive the battle to save the Earth from Dr Limburger and his unsavoury sidekicks, Greasepit and Dr Karbunkle.

The only thing more satisfying than a SNICKERS, is seeing Dr Limburger eat dust as you pass him to reach the finish line first.

*Rock and ride down to your nearest stockist because the Biker Mice video game is out now on Super Nintendo. Eek!*



**SNICKERS**

©Biker Mice From Mars 1994 Brentwood Television Funnies  
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# BLOCKBUSTER GAMES

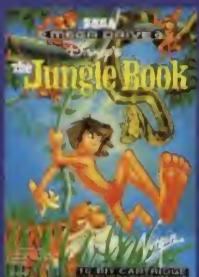
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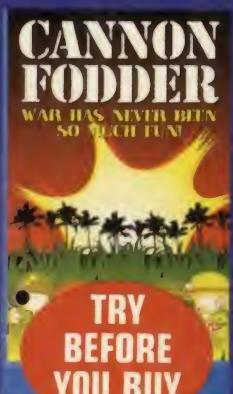
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# The TOTAL! review crew

Ladies and gentlemen, raise your glasses, comb your hair and prepare to meet the most talented reviewers in the world. Oh well, meet these three idiots...

## ANDY

"I don't know how many Snickers bars I've eaten this month but I'm developing a right old lardy gut. I blame the subliminal advertising in *Biker Mice From Mars*. And my dad's sweet factory."



## ATKO

"Playing SeaQuest DSV gave me a craving for sea food this month while Uni Rally made me throw it all up. As a result our office became so chunder-ridden that we moved into a very spacious penthouse suite."



## JOSSE

"I've been a bit of a Sport Billy this month what with reviewing *International Superstar Soccer* and *NBA Jam Tournament Edition*. It's made me think more about my health so I now drink diet pop like a real man."



## Super NES

### UNI RALLY



30

Get yourself ready for the most bonkers racer ever on the SNES.

### CRAZY CHASE 32



It's a chase-'em-up and it's cram-packed full of wacky slapstick nonsense.

### INTERNATIONAL SUPERSTAR SOCCER 34



Could the definitive SNES football game finally be upon us?

### BIKER MICE FROM MARS 36



*Biker Mice From Snickers* more like. Find out why on page 36.

### NFL QUARTERBACK CLUB 38



The biggest surprise of the month is this incredible American footy game.

### NBA JAM TOURNAMENT EDITION

40

Have they really improved the best basketball game ever? Read Josse's in-depth probing of the new game to get all the details

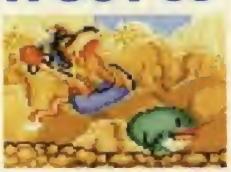
### SEAQUEST DSV 52

Is it an underwater Desert Strike or a complete wash-out?



### ARDY LIGHTFOOT 53

A top cuddly adventure or just another average platformer?



### X-MEN

By popular demand we're covering import games again. Here goes with the X-Men



### PAC IN TIME 58

Pac Man has finally escaped the maze and found a wonderful world full of platforms.



## Game Boy

### WARIO BLAST 60

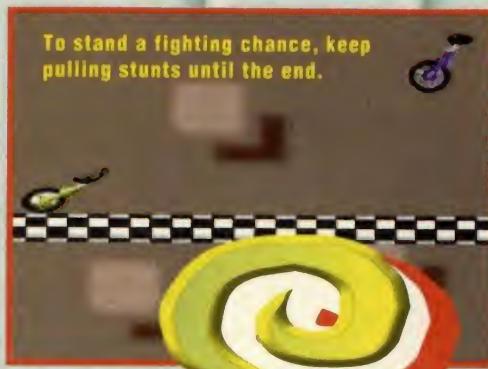
It's Bomberman for the Game Boy and it's bloody blast-tastic!



### ROBOCOP VERSUS TERMINATOR 65

Sounds like a fair scrap to us, flick to page 65 to place your bets.





# UNIRALLY

## TOTAL! SNES REVIEW

Perform stunts on the straight below to gain speed and then somersault off the loop.



You begin with the four characters on the left. Once completed the others are revealed.



### ANDY SAYS...

"No other racing game has the variety of truly bonkers gameplay offered here. But for all you multi-playered racing fans, I'd say it's got to be a toss-up between *Unirally*, *Stunt Race FX* and *Micro Machines*. One of these should be in your collection"



**"Don't be mistaken, this is by no means a cutesy game. We're talking serious street cred here."**

The idea of racing unicycles along multi-coloured pipes is a strange concept. But no more strange than, say, racing cute boggle-eyed polygon cars around a stunt track, or tiny little toy cars on a breakfast table. Alright then it is more strange, in fact it's plain odd. But that also means that it's original which is very good news.

*Unirally* is a one or two-player stunt racing game. Your aim is to perform as many stunts or

stunt combinations as possible to whip up plenty of speed and beat your opponent goodstyle.

The unicycles are gorgeously rendered in a *DKC* kind of a way and, much like the cars in *Stunt Race FX*, they have real character. When you overtake an opponent your unicycle will look around as if to say "Up yours!" and when you're victorious your little cycle will take a bow. Don't be mistaken though, this is by no means a cutesy

**UNIQUES**  
Fast, original, inventive and huuuuugely satisfying

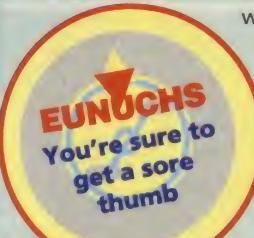
game. We're talking serious street cred here. The stunts are what this cart's all about. Treble reverse flicks, barrel-rolls, head-bounces, Z-turns, twisters, somersaults and loads more besides. You'll be transformed in a righteous dude within half an hour.

Of course all this counts for nothing without playability (remember *California Games*?) and *Unirally* boasts more than your average toy shop. Every button creates a different stunt so the combinations are endless. The performance of these stunts are the key to *Unirally*'s success. The bikes respond well and the sense of inertia is totally realistic.

This must be the fastest game ever on the SNES and with effectively 120 races that's outstanding value for money. Add to this the fun factor and we're talking about an essential purchase.

ATKO

T!



# SLY



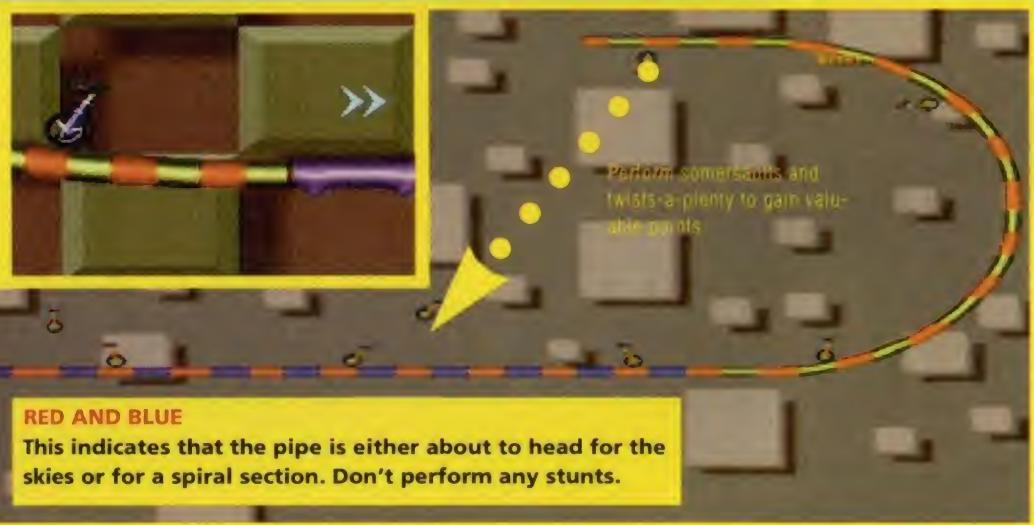
## BAR CODES

The colour coding of the pipe shows you what's coming up. Learn the following and you'll be unbeatable.

### ORANGE AND YELLOW

You are approaching a patch of sludge. Wait until you are half a screen into the pipe and then jump to retain speed.

**GREEN AND BLUE**  
It's always safe to do stunts on this pipe. Jump as many times as you can until the pipe changes colour.



### BLUE WITH RED STRIPES

You are heading for a 180° loop, and if you jump you won't make it around. Simply keep going and you'll be safe.

### YELLOW

The track is about to momentarily end. Leap off the end (without spinning too much) and you may just find a short cut.



### GRAPHICS

The backgrounds are a bit plain but the rendering, animation and high-speed-scrolling are all great

**8**

### SOUNDS

The effects are minimal but the heavy rock soundtrack suits this adrenaline pumping racer

**8**

### GAMEPLAY

Stunt combinations are almost limitless. More importantly it's original and bloody good fun

**9**

### LIFESPAN

With 120 races plus battery assisted league and lap tables your life may just be complete

**9**

### TOTAL! JUDGEMENT

**"Original, gripping and addictive. This massive cart also happens to be amongst the fastest racers ever on the SNES. Top fun for SNES speed-freaks everywhere!"**

**TOTAL! SCORE**

**90**

# KID KLOWN in CRAZY



**TOTAL!**  
**SNES REVIEW**

In this homage to Indiana Jones, Kid Klown displays his weird, spooky eyes.

38270

HP

It takes a bit of effort but if you run fast enough you can clear bridges in one go.

PLAYERS:  
ONE  
FROM:  
NINTENDO  
PRICE:  
AROUND £50  
RELEASE:  
MARCH

**"Each level is varied, well designed and the sprites are not only beautifully animated, but genuinely amusing"**

Who's this Kid Klown bloke then? Is he a bright young talent or an ageing fop with a manic laugh attempting to reclaim his youth? Whoever he is, he's in a bit of a pickle. You see Blackjack the notorious space pirate has kidnapped Princess Honey, and as a ransom wants Klown Planet for himself. The King, unwilling to give up the planet appoints the clumsy Kid Klown to save the princess.

Set out over six levels, *Crazy Chase* is a 'frantic' collect-'em-up. To complete each level you must collect four items (a jack, diamond, club and heart – nearly, but not quite, the suits in a deck of cards) before the time bar runs out. It's packed

**CRAZIES**  
Genuinely  
amusing and very  
cute indeed

Find the secret  
exits in each level to  
enter the bonus  
games. Here, collect the  
coins as you sail upwards.



Left: Beat the computer at a game of shufflepuck and you'll get a pleasant surprise.



Here's where the control system lets you down. Press down to go diagonal or it's in the scalding drink.



You must avoid the tyres but watch out for a rusty nail/plum related incident. Not a pretty sight.



Right: Bash these Blackjack look-alikes on the head for bonus points and extra health.



# OWN CHASE



## JOSSE SAYS...

"I'm not a big fan of these forced 3D isometric type games – they hurt my brain – but despite that, I must admit that *Crazy Chase* isn't at all bad. At least it's more interesting than watching another horizontally-scrolling platformer. And Kid Kloon's a fun character"

If you miss a blue balloon it's curtains. Guide yourself down the cliff-face avoiding the spikes.



**HAZIES**  
Nowhere near enough levels or variety

with a smattering of slapstick silliness and every individual level poses quite a challenge. Good job, that, cos there are only six of 'em.

The graphics are superb. Each stage is varied, well designed and the sprites are not only beautifully animated but genuinely amusing. Bonus!

The problems begin with the gameplay and particularly the skewed perspective. At the risk of sounding like a techy trainspotter, it's counter-intuitive. Press down

on the joypad and you move diagonally down from left to right. There are enough of these about and naturally you'll get the hang of it but in tricky sections it's easy to panic and resort to instinct, muddle the buttons and get squashed by a giant boulder.

Another gripe is that like those 8-bit games of old you can't go back on yourself. So, if you miss a crucial item, resign yourself to playing the level over again. A few tweaks and twice as many levels would make *Crazy Chase* a classic. As it stands it's simply above average.

ATKO

T!  
T!

### GRAPHICS

Bright, colourful, varied and slick. All platformers should look like this. Unless they're *DKC*, of course

9

### SOUNDS

Jolly tunes make a good accompaniment to the slapstick mayhem. The sound effects are plain silly

8

### GAMEPLAY

Generally fine but sometimes too fiddly. And why doesn't the screen scroll backwards?

7

### LIFESPAN

Only six levels? Oops! Simply not good enough, could do better and other school report clichés

5

### TOTAL JUDGEMENT

**"Crazy can be defined as insane, fantastic, ridiculous or extremely fond of. Sadly none of the above apply to this innovative but disappointing cart"**

**TOTAL SCORE**

**78**

## SLAPSTICK SHENANIGANS

There's more slapstick nonsense in this cart than you'd expect in a video library full of Laurel and Hardy films. Here are just a few examples:



Watch out for Blackjack's spontaneous rod of steel. Jump god damn it.



Getting moist may look like fun but it'll cost you valuable seconds. Avoid!



Not only are your pants caught but that cannon is about to...

...blast your bottom, turning you into a larger than usual beef tomato. This could cost you the level.

Last but by no means least, it's that old banana skin gag. An oldie but definitely a goodie.



# INTERNATIONAL

# SOC



PLAYERS: 1-2  
FROM: KONAMI  
PRICE: £49.99  
RELEASE: OUT NOW

**"Right up there with the best of them, fighting for elbow room. Even though you're not allowed to use your elbows"**

### JOSSE SAYS...

"There's no shortage of footy games on the SNES, but *Sensible Soccer* never quite came up to the huge expectations we'd built up and *Striker's* looking a little creaky these days, so it's this or *FIFA* really. You pays yer money and you takes yer choice"



1-3  
GOURAX

They've dropped their hula hoops again. Tsk.

0-501

**GOALS**  
Top quality footy action, with plenty of skill and depth

A

bout a year ago the SNES boasted only two half decent footy games, *Sensible Soccer* and *Striker*. It's all very well having a choice, but this is getting stupid. Now, since we've had the biggest and best World Cup ever and the Japanese have successfully launched their own professional league an' all, things have gone mental. World Cup money, Japanese enthusiasm and tie-in fever have all

'CLEAR eh Blimey.  
Well, there you go.'

CLEAR



This is a training exercise. Dribble around several stationary poles and score. A bit like playing Wales.



I think this defender's missing the point somewhat. Similar to a Wales defender, if you like



# SUPERSTAR SOCCER



**POLES**  
No four player option, but who cares?

Either they're very tired, or they're upset because they've conceded a goal. Or both. Like Wales.

led to one thing. A selection of footy games so large it'd take you 45 minutes to dribble a ball round it. Some good, most bad, but tons either way. And now there's one more. *International Superstar Soccer* is now in there with the best of them, fighting for elbow room, even though you're not allowed to use your elbows, of course.

It's a conversion of an arcade game, but doesn't entirely fall into the over simplistic arcade action frenzy of some of the more surreal Jap efforts. In fact at first glance the pace looks a bit, well, stately.



A bloke taking a corner and a big purple arrow. It's what the glory games all about, right?

## GRAPHICS

Nice big sprites that, for a change, actually look and move like real footballers

## SOUNDS

*International Superstar Soccer* boasts some of the best samples and crowd noises around

## GAMEPLAY

Deceptively slow at first, but there's plenty to learn and a good learning curve to boot

## LIFESPAN

Should have a four-player option, but a decent footy game always lasts anyhow

9

9

8

8

## TOTAL! JUDGEMENT

"It's joining an over flowing footy gene pool but *ISS* deserves mid-table respectability at the very least – it's pushing towards the top of the table"

**TOTAL!  
SCORE**

88

## TOTAL! TACTIX

It sounds obvious but make sure you use the push button. When you're running up to a full back tap the ball in front of you and try to beat him with pace.



As usual these days you can change the approach your team takes while you're only in direct control of one player at a time. Handy that.

Tactics are also up for tinkering. Here the Korean manager's deploying a tight 0-5-0 formation. And a big arrow

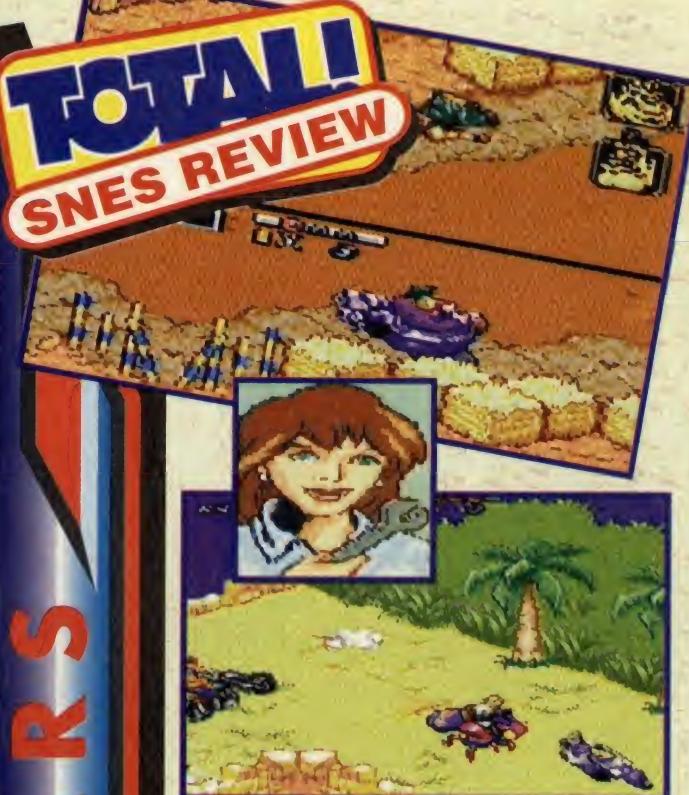


More tinkering to be done – you can change the size of leg speed, shoulder punch and knee knitting of each player if you want.



If you're in goal when a penalty's taken, save it. If, on the other hand, you're taking the kick, score.

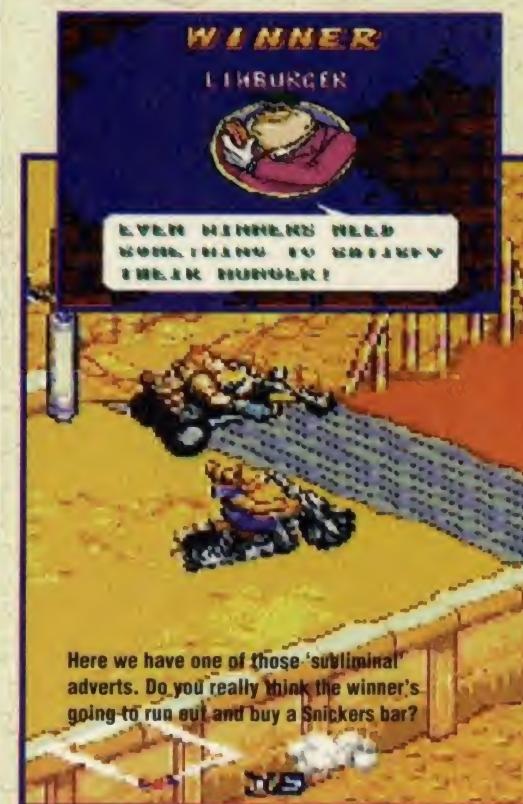
# BIKER MICE FROM MARS



Wheelie-ing round corners is a neat trick. You can either do it or you can't. And I can. Ha!



Two-player mode has a split screen. So, as above, you can both veer wildly off-track without being distracted.



Here we have one of those 'subliminal' adverts. Do you really think the winner's going to run out and buy a Snickers bar?



**PLAYERS:**  
1-2  
**FROM:**  
KONAMI  
**PRICE:**  
£49.99  
**RELEASE:**  
OUT NOW

"*Biker Mice From Mars* has one of those meaty, beaty, big and bouncy soundtracks (but not the renditions/mutilations of classic rock tracks like *Rock 'n' Roll Racing*)"

This really should be called *Biker Mice From Snickers* because that's the product they're plugging. Except for that doesn't make much sense. Still, confectionery aside, this is a power-up-collecting, opponent-blasting, prize money-earning race game. With mice on bikes.

So it's like *Rock 'n' Roll Racing*, then? Erm, sort of. *Biker Mice* has one of those meaty, beaty, big and bouncy soundtracks (but not the renditions/mutilations of classic rock tracks of *Rock 'n' Roll Racing*). Plus there are a handful of samples – one says "Let's rock", but it sounds like something lots ruder. You can shoot your opponents to make them lose control, and you can drive off the edge of the track, splashing into the water – if you're thick like Andy, that is. *Biker Mice* has most of the elements of *R'n'RR* but falls short on gameplay, cohesion and fun. (Celebrating a win by pulling a wheelie will make you grin once or twice, but it's hardly enough, is it?)

Lead by chief cheese-thieving, engine-rever Throttle, there are a total of six biker mice, each with their own ker-ay-zee vehicles and a range of abilities. This range is only really noticeable at their very extremes (one is particularly slow and

**BIKES**  
Top quality graphics, characters of the moment





**SPIKES**  
Far too slow and suffering from a bout of tedious gameplay

Be sure to hold that accelerator down, then bump and barge your way to the front. Slowly, mind.

sure on his super-wide tyres, while two are relatively nippy but a bit dodgy handling-wise).

There are thirty tracks in all, grouped into five zones (city, sewers, etc). The six in each zone are effectively difficulty levels as they grow more complex as you progress, though you can access any at will in Vs mode.

Battle mode brings out the closest you'll get to adrenaline rush, where it's as much to your advantage to hang around at the back and pick off whoever's in front of you. However, the battling is restricted to shooting, and the combat never gets intense enough.

The trouble is, despite a large number of characters and tracks, there's far too little variety – and the different ideas that could have been applied to the fictional settings fall far short of the 'real' settings of *Micro Machines*. What's there works adequately well, but nothing gets close to exciting enough.

JOSSE 



Above: The map of the course looks impressive, but actually it soon gets repetitive.

Left: There I go again, wheelie-ing round a corner. Haaaaaaa!

### ATKO SAYS...

"Rock 'n' Roll Racing is the same thing only faster and with better vehicles and more varied combat. Sadly there's still no SNES Road Rash, but if you're after a smart racer, go for the flair of Street Racer or Mario Kart or the brilliance of Micro Machines"



## TEENAGE MUTANT BIKER MICE?

Yep, that's right, Biker Mice from Mars, the TV show is about as good as that Teenage Mutant Hero Turtles nonsense that everybody's more or less forgotten about, (thank goodness).

I think it's the way they say "Yo!" and "Dude!" in that pseudo American streetwise kind of a way. Needless to say it's only a matter of time before they're forgotten about, too.



### GRAPHICS

Actually, the sprites are really quite nifty, and the backgrounds are good and cartoony. Not bad!

8

### SOUNDS

Some 'heavy' KERRRRANG! on the 'guitar' and a few mid-Atlantic whoops and hollers!

6

### GAMEPLAY

Very poor, I'm afraid. It talks the talk, but when it comes to walking this is more of a Jon Inman mince

4

### LIFESPAN

Sorry, but it's too slow and too samey and you'll get very bored within a week. At best

6

### TOTAL JUDGEMENT

"Pretty good fun with some funky characters and smart enough looks, but lacking sufficient variety, adrenaline and depth of gameplay to make it a real winner"

**TOTAL! SCORE**

**65**

Right: Thanks to the split screen player two can lull himself into a false sense of excitement.

A tightly-packed field hurtle off the edge of an unfinished bridge. Jump! Wheelie!



# NHL QUARTERBACK CLUB



**PLAYERS:** 1-5  
**FROM:** ACCLAIM  
**PRICE:** £49.99  
**RELEASE:** MARCH

## TOTAL! SNES REVIEW

Another cover this month. You guys... different. What is the whole *SNES Review*? You gonna teach me? No way you do it though guys.

"It's got loads of features that *Madden* hasn't. The *Madden* boys aren't going to like that"

**A**nother bleedin' American football game. As if we didn't have enough already. I'd better drag out a copy of *Madden* and see how this one compares.

I can't believe my eyes. It's not April the first. It must be true. Someone has actually come up with an football game that's different. It's got loads of features that *Madden* hasn't. Oh the *Madden* boys aren't going to like that. This Quarterback Club business is like a Krypton factor assault course for QBs with different events to test out your abilities (see below).

### JOSSE SAYS...

"There's only one other American football game worth looking at. Or at least one with several incarnations: *Madden*. *Madden*'s the most playable, but *Quarterback Club* adds another welcome dimension. If you're spending money, avoid *Troy Aikman*"



Enter the simulation mode and there are a load of classic situations from Super Bowls of the past, only this time it's you calling the shots and you who takes the flak if you lose. Bolt these additions onto a pretty solid, standard American football game and you've got something pretty darned special on your hands.

If this guy hasn't used Right Guard Double Protection we're in trouble.

While the graphics and animation don't measure up too well to the almighty *Madden* (get down on your hands and knees and wail 'We're not worthy!'), this is as close as anyone is going to come to a *Madden* beater. It's got more features, more plays, less stats and with up to five players competing it looks like it'll become one of the most played sports games yet. It surprised us, but *NFL Quarterback Club* is a real challenger to the *Madden* crown.

ANDY

T!

### GRAPHICS

A more cartoony feel than *Madden* but the animation isn't quite as crisp

7

### SOUNDS

The speech is good enough and bone crunching sound effects work a treat

8

### GAMEPLAY

More depth than *Madden* with the new simulation and Quarterback Challenge modes

9

### LIFESPAN

A real challenge in one player and with up to five this one could last forever

9

### TOTAL! JUDGEMENT

"*NHLQC* is better than *Madden* in a lot of ways. *Madden* certainly looks better but this is more testing and varied"

## TOTAL! SCORE

90

## THE KRYPTON FACTOR



Accuracy – Kevin Costner couldn't have hit these things with an arrow, let alone a football.



Obstacles – go round things, under things, over things and er, throw the ball at a target.



Distance – believe it or not. In the distance event you have to throw the ball as far as you can.



Read – sit down and read a book as fast as you can. Hang on, oh yeah, throw the ball at marked targets.

**COME AND HAVE A GO  
IF YOU THINK YOU'RE  
SOFT ENOUGH.**



**SUPER NINTENDO.  
ENTERTAINMENT SYSTEM**



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# NBA JAM

## TOURNAMENT EDITION

**PLAYERS:**  
1-4  
**FROM:**  
ACCLAIM  
**PRICE:**  
£49.99  
**RELEASE:**  
APRIL

"Human or CPU players can pick up on-screen icons that instantaneously and temporarily allow them to perform even more outrageous feats of basketball trickery"

It's too late, mate. The ball's already through the hoop!



Above:  
This perky little fella is most definitely on fire!

**M**arch '95: the original NBA Jam receives a 90% review score and a healthy pat on the back from TOTAL! February '95: the TOTAL! boys still whoop and holler when the cart gets plugged in. I still reckon I'm the best, even though I usually end up losing. March '95: along comes *NBA Jam Tournament Edition* – to even greater whoops and hollers.

He's still on fire, that tricky blighter *NBA Jam*. The new cart's got all the stonking playability, all the 27 (updated) official NBA teams, all the silly samples and the four-player mayhem as the original version. It's just as exciting, and, er, just the same.

### TOTAL! TACTIX

#### FROM DOWNTOWN!

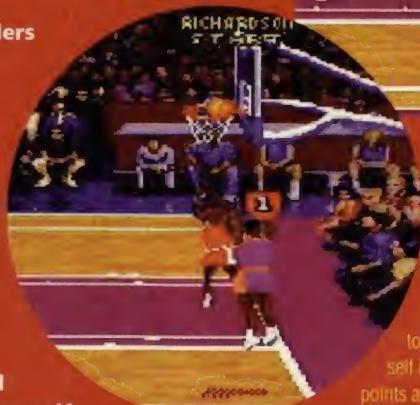
You're trailing in the final quarter and you're starting to sweat? Make up ground on your opponent by going straight for three points.

Pull their defenders out of position by running up and across the court, and keep passing and swapping between your players.

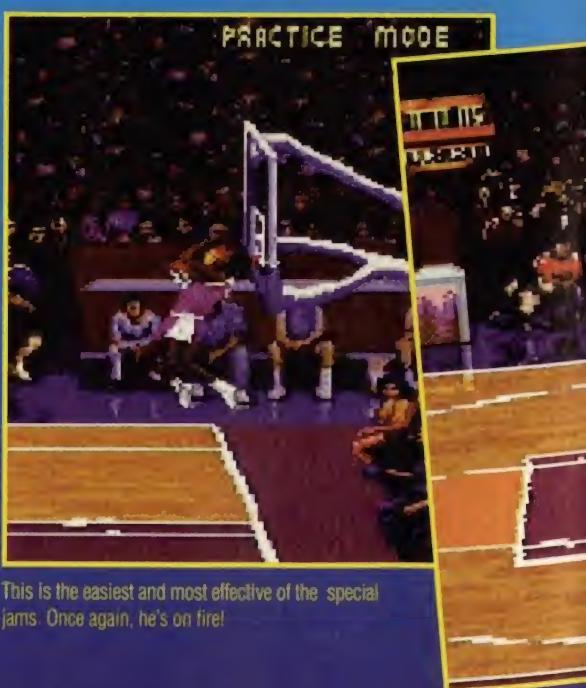
Get right to one corner and shoot for three. If you've been quick enough and created enough space for yourself this is a certain three points!



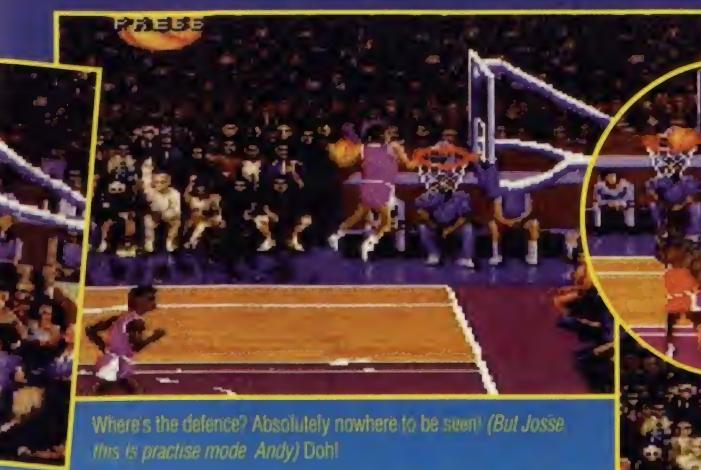
Above: Step one is to create plenty of time and space for yourself by passing the ball from player to player quickly.



Left: Step two is to dodge one way then other to shake off your marker. Once you've got yourself in the corner, jump then shoot. The three points are yours.



This is the easiest and most effective of the special jams. Once again, he's on fire!



Left: Keep a defender right under the basket incase of a rebound. That's how games are won and lost, y'know

Where's the defence? Absolutely nowhere to be seen! (But Josse this is practise mode, Andy) Doh!

Right: I want a good, clean fight. No kicking, no biting, no gouging.



### HOOPS

Same brilliant gameplay with some bonkers additions

Well alright, it's not quite the same; the biggest single improvement is a power-up system. Human or CPU players can pick up on-screen icons that instantaneously and temporarily allow them to perform even more outrageous feats of basketball trickery. One innocent-looking blob enables you to pull off Monster Jams from anywhere on the court. The bomb flattens everyone on the court except for the ball-carrier. Blimey!



Above: That arching of the back is one of the most graceful moves you'll find on a basketball court. Shame it's a physical impossibility, eh?



Left: I don't know why some people feel compelled to spread their legs that wide. It's a bit odd, if you ask me.

Combine that with the Hot Spots that allow you to score bonus points, and the suitably named juice mode (accessible on the original version via a nifty cheat code) and this one simply must be exciting stuff.

And there's a whole host of new hidden characters. Remember the original had Clinton, Al Gore and a few programmers and suchlike who you could access with cheat codes - well the Tournament Edition has something like FORTY hidden characters!

### ANDY SAYS...

"The original *NBA Jam* completely took the SNES sports game world by storm. This new version is very similar, and the additions make it a touch too complex and random. If you haven't got the original, you're better off buying that now at a discount"

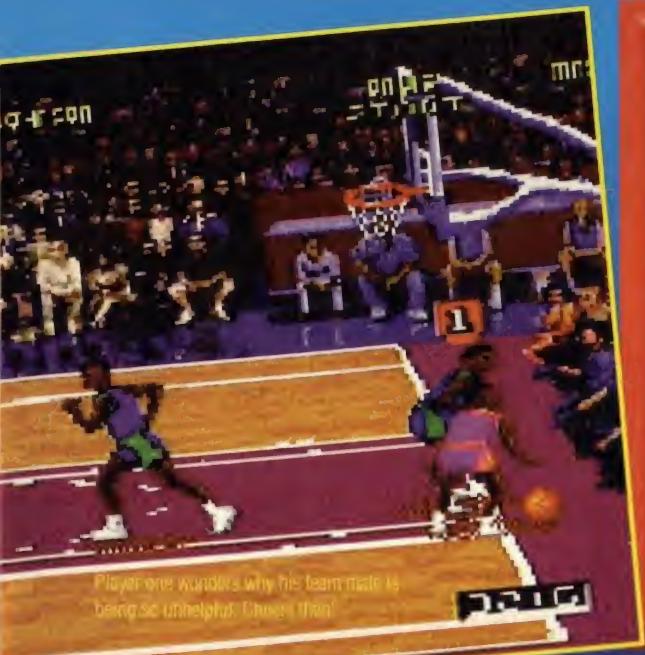


A team mate getting chinned on the jaw and an opposing player sprawled on the floor. Hands on heads.

Plus there's (and you might have guessed this) a much more sophisticated tournament mode than the straightforward league progression of the original - which, frankly, doesn't add much to the all-round value, as it's widely acknowledged that the head-to-head hell-for-leather challenges are where *NBA Jam* is at its best.

Yep, the excitement of the original has been retained - even beefed up. The power-ups add an extra portion of madness to an already-bonkers game. Not rim-shakin' bad!

JOSSE



Player one wonders why his team mate is being so unhelpful. Chivv! Chivv!

### GRAPHICS

Good-sized sprites with smart animation on the ker-ay-zee moves but run-of-the-mill backgrounds

### SOUNDS

Funky intro music, atmospheric cheers and applause, plus those famous samples. "He's on fire!"

### GAMEPLAY

The original's slick play has been enhanced by the new power-ups and hot spots

### LIFESPAN

For one player it'll wear off, but for two, three or four, this is one to keep on battling with

### TOTAL! JUDGEMENT

**"Very similar to the original version, only even more bonkers. This is an utterly addictive adrenaline-pumper especially for two, three or four players"**

8

9

9

8

**TOTAL! SCORE**

92

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JAP: ¥890

29  
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THE SNESTASTIC

# SUPER PLAY

DON'T MISS  
**CHUN-LI**  
**IN PERIL!!**  
STREET FIGHTER II  
ANIME  
REVIEWED

GREAT SCOTT! THIS ISSUE  
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At the power of  
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7-page X-MEN  
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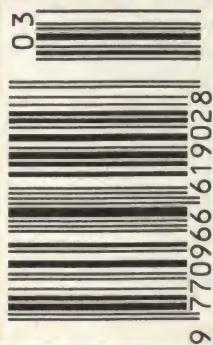
**THRILL!**

To the amazing  
new games lined  
up for '95 in our  
Las Vegas show  
report!

**QUIVER!**

As we review all  
the latest  
releases!

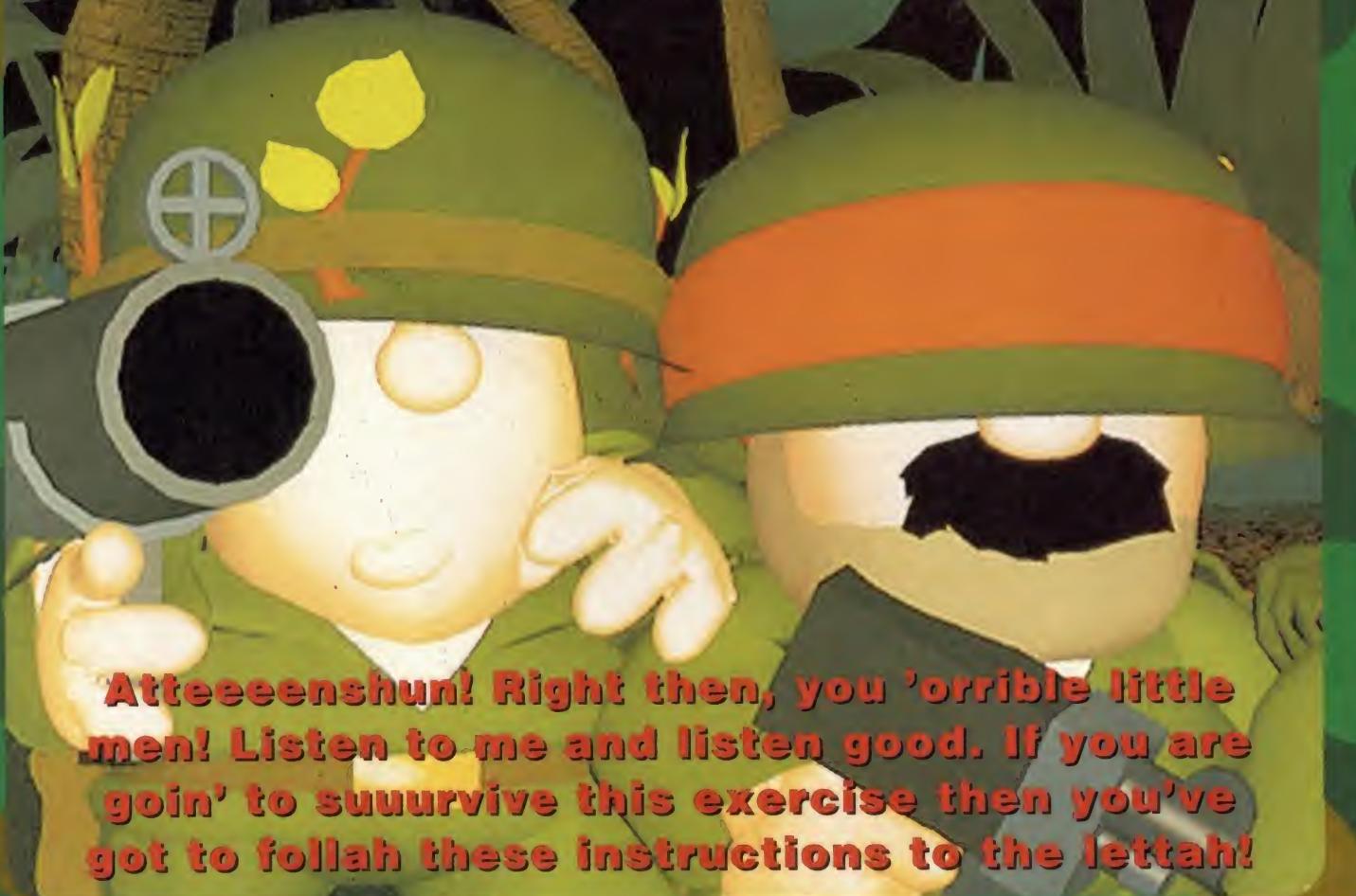
It's all in the  
latest dynamic  
issue of  
*Super Play*



#29

**ON SALE NOW!**

# CANNON FODDER



**Atteeenshun! Right then, you 'orrible little men! Listen to me and listen good. If you are goin' to suurvive this exercise then you've got to follah these instructions to the lettah!**

**R**ight then, first things first. There aren't any cheats or level codes contained within this guide. Why? Because cheats and level codes are for mincing jessies, and *Cannon Fodder* is the game of square-jawed, broad-shouldered champions, the sort of people that you'd want on your side in a stand-up fight.

You've got to earn the right to complete *Cannon Fodder* by killing and fighting and dying every step of the way, but to offer

you at least a fighting chance, we've played the game through, worked out which are the toughest, meanest, downright nastiest levels in the game, and tipped them to within an inch of their life. Before that though, some general stuff:

**KEEP MOVING.** As long as your team is mobile, most of the incoming fire will miss them. The moment they stand still for too long – they're toast.

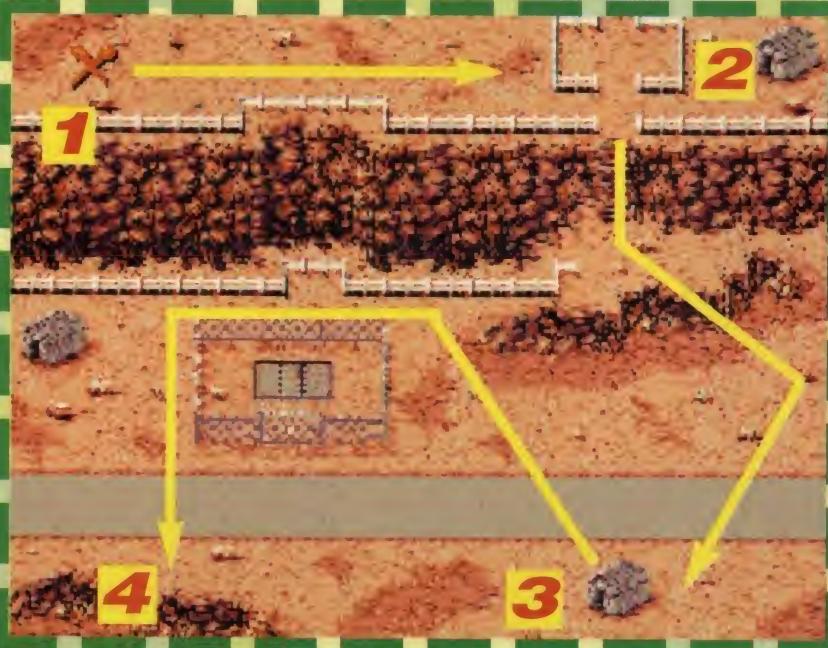
**CHARGE AT SNIPERS.** The best way to eliminate enemy snipers is to send a single man straight at the enemy. Their rockets will explode where your man was, not where he is, and once you're in range, you can just shoot him.

**BUY A MOUSE.** Yeah, we know they're expensive if you buy them new, but you can pick them up for an old song if you shop around. Trust us, they make the game a lot easier and much more fun to play.

# MISSION 6

## PHASE 1

1. Grenade the fence, then blow the door off the hut across the chasm with rockets.
2. Bomb the hut, then carefully cross the bridge, avoiding the gappingly obvious hole in the middle.
3. When you're in range, shoot the grenades to kill the sniper in front of the hut. Simple.
4. Charge down to take out the final sniper, then machine gun any grunts left wandering around the valley.



# MISSION 7

## PHASE 1

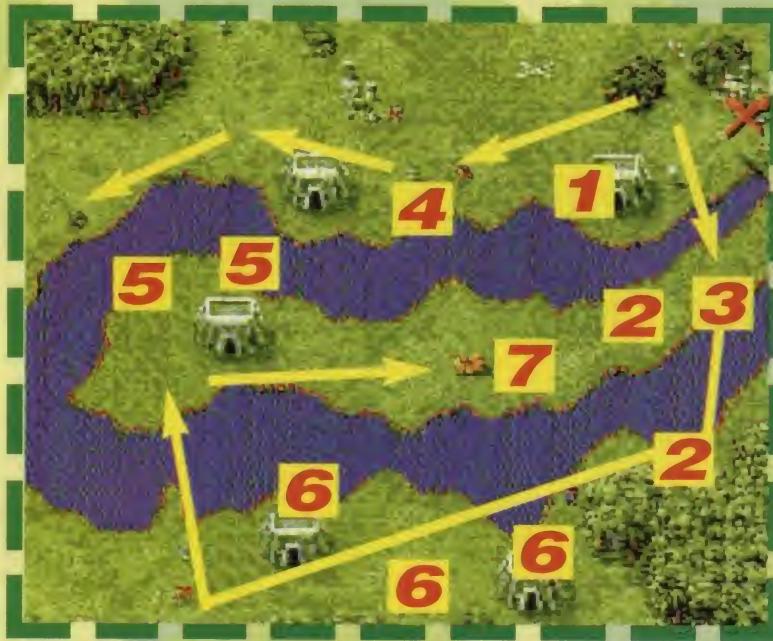
1. Select a single man without rockets or grenades for the tricky first part.
2. Use him to charge at all four snipers.
3. Bring up the rest of the team and bomb the first two huts, avoiding the flying doors.
4. Click on the far side of the water and rocket the next sniper as you reach the far bank.
5. Climb the path. Bomb the next two huts.
6. Kill the final sniper, bomb the final hut.
7. Shoot all the grunts swimming in the lagoon.



# MISSION 8

## PHASE 2

1. Shoot the first sniper.
2. Send a single man to grenade and rocket the snipers across the water.
3. Move two or three men up to this point.
4. Send one of the other men to the barrel, where he can either shoot the two enemies nearby, or they'll manage to blow themselves up.
5. Shoot the two snipers on the island.
6. Move the other squad down to take out the remaining three snipers before



crossing over to the island.

7. Use the turret to blast all the bunkers, but get out of it to shoot any troops that make it to the island.

## PHASE 4

1. Grenade the hut and the enemy jeep when it arrives.
2. Send one man to clear out the snipers, taking out the furthest one with a rocket.
3. Get the jeep and bomb the nearby hut.

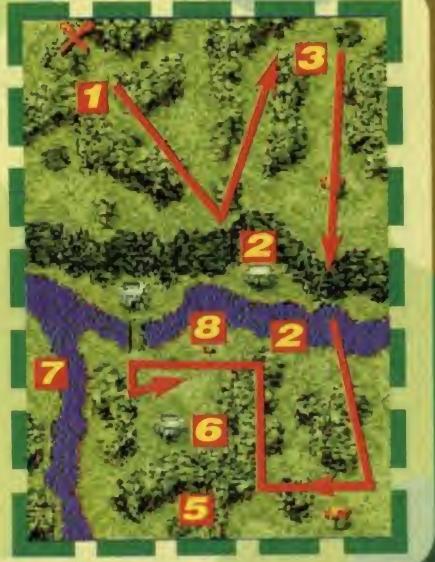
**4.** With three men in the jeep, jump it off the cliff and into the water, then get the men out before it explodes.

**5.** Grenade the hut by lobbing one over the trees.

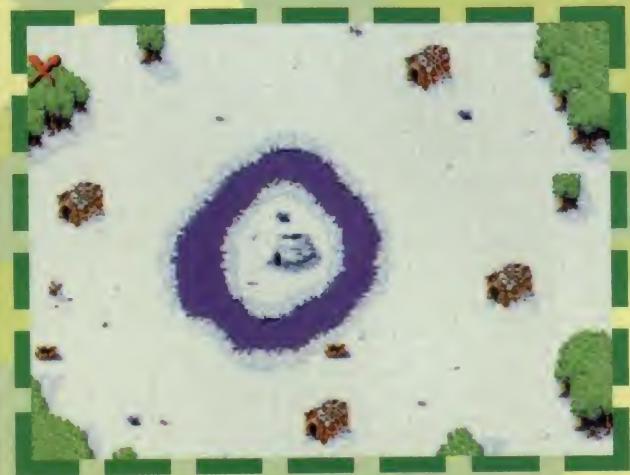
**6.** Grenade the sniper next to the bunker the same way.

**7.** Charge the remaining sniper and shoot him over the river.

**8.** Get in the turret and quickly blast all the bunkers, aiming straight for the doors.

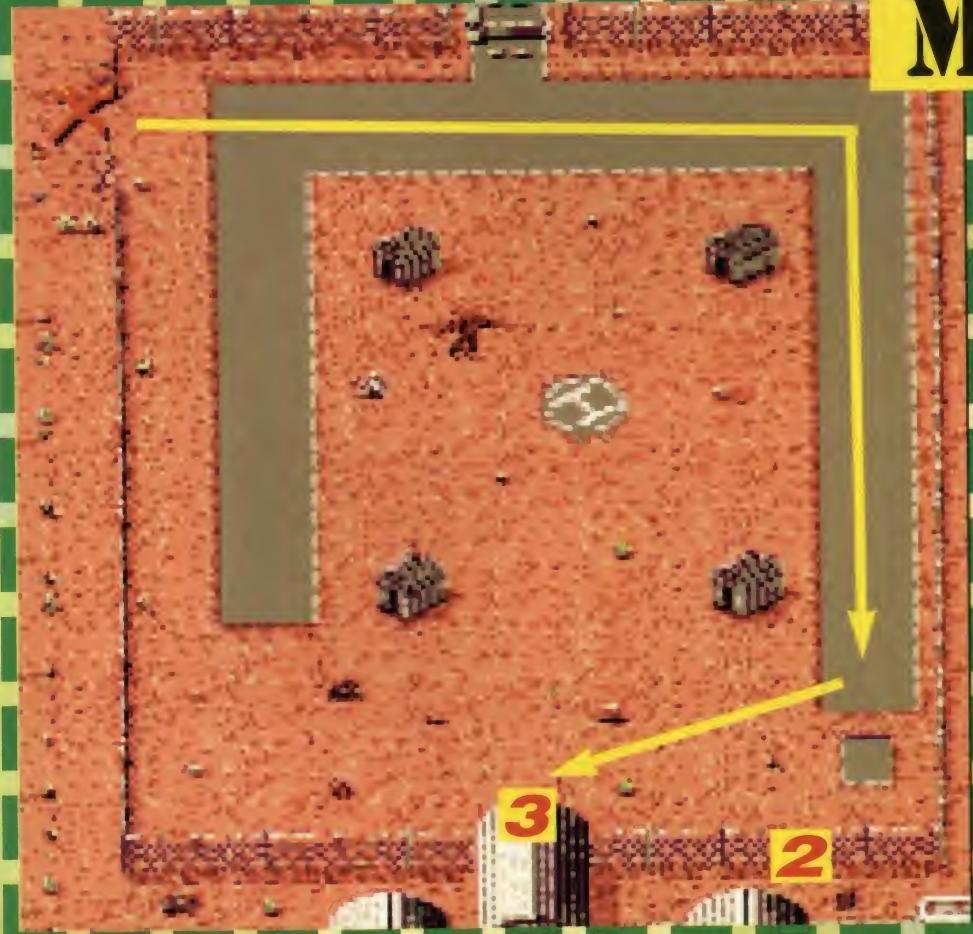


# MISSION 9



## PHASE 1

You'll notice that there are more targets than you can destroy, so you've got to jump in the skidoo and place yourself between as many gun turrets, snipers and huts as possible. As long as you linger around huts and things, they'll get blasted in the crossfire, as will the nasty enemy skidoo. If you're really desperate to take out some final targets, then jump the skidoo over to the centre and grab the box of grenades there.



# MISSION 10

## PHASE 1

**1.** You start off with enough grenades to finish the mission, so KEEP MOVING in a clockwise path, sticking to the road and ignore the bombs near the first hut. If you move into the central part, you'll get shot up by crossfire, so simply bomb each hut as you pass behind them.

The helicopter lands pretty much randomly to disgorge troops, so you must rocket it whenever it's in range and on the ground.

**2.** There's a sneaky little guy in the bottom corner, so destroy the fence to get at him and pick up the extra grenades if you've used too many at the start of the phase.

**3.** There's an enemy sniper with a rocket launcher on the roof of the hut, so quickly do 'im in with a swift burst of gunfire and finish off any troops that are dumb enough to still be wandering round.

# MISSION 11

## PHASE 2

1. Split the team to give yourself two chances at the level.
2. Send a pair to grenade the turret.
3. Switch to rockets, shoot the next turret then hide behind the bunker until the turret over the river blows it up. There's a good chance the chopper will land nearby, so nail that too.
4. Get in the tank.
5. Take out the final three turrets and the enemy tank that's wandering around the big fieldy bit.
6. Blast open the stockade wall to free the prisoner, but do so when he's at the far side of the enclosure.
7. Watch him make his way across the bridge and into his little hut. Beware though, if you get out of the tank, he'll throw spears at you. As Michael Caine would say... (*Oh no, forget it! Andy*)



# MISSION 12

## PHASE 2

1. Get in the tank. Search out and destroy the enemy tank.
2. Destroy all the buildings.
3. Shoot the seal. It may sound cruel, but it's booby-trapped to explode when you get near him.
4. Send one man towards the path up the far bank. Hopefully, the sniper will blow open the barrier, giving you time to run up and blast everyone.
5. Bomb the hut.

## PHASE 5

1. Rocket the turret on the far bank, then swim over to it.
2. Blast the turrets on the island.
3. Destroy the turret and the hut in the trees. You'll now have the hostage.
4. Send a man over to rocket the final turret.
5. Use him to pick up the chopper, rescue the hostage and fly him over to the tent at the bottom of the map.

## PHASE 6

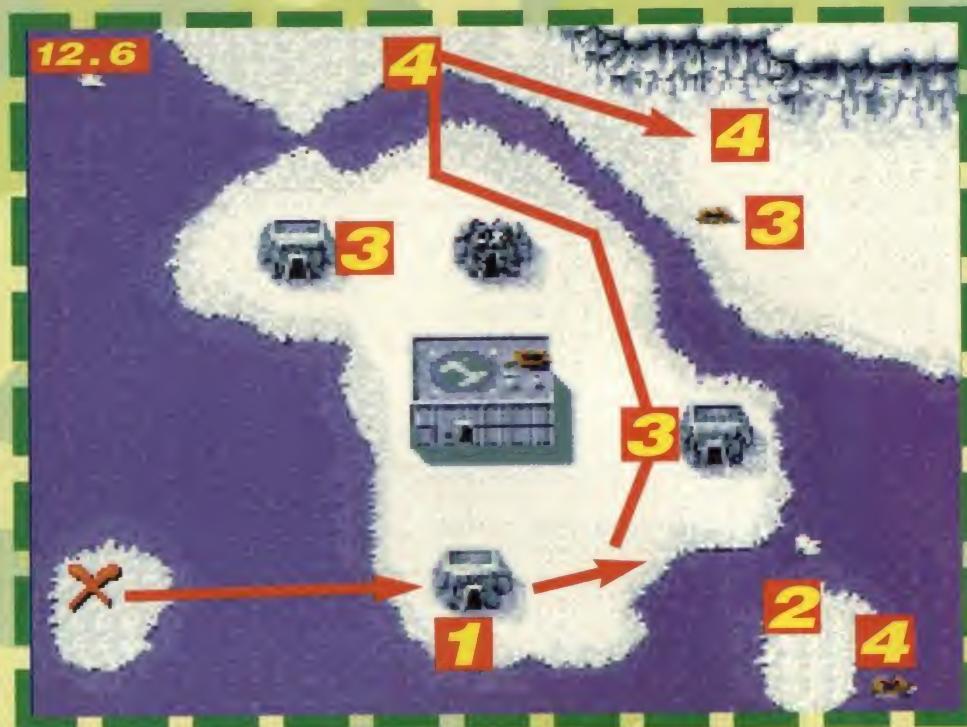
1. Use a two or three man squad to rocket the turret on top of the bunker, then cross over to it.
2. Rocket the enemy chopper on its landing pad.



- Take out the remaining two bunkers and turret.
- Split the team and stand one man on each of the pads.
- The friendly helicopter will fly to the last pad activated.
- Land on the factory roof and get in the turret. Fire at the factory door about 10 or 15 times until it flies off, and you'll have destroyed the building.

## PHASE 2

- Swim to the island and shoot the sniper and the booby-trapped sheep.
- Take out the sniper nearby and get in the chopper he was defending.
- Paste the landing area with bombs to take out all the enemy rocket launchers.
- Dash for the turret and shoot all the bunkers before the enemy launches another attack.



## PHASE 3

- Get in the chopper and land near the house.
- Send one man to get in the turret, fire at the enemy turret and jump out again before the returning fire wrecks it.
- Split the team and send two men to destroy the bunker using the nearby turret.



# MISSION 15

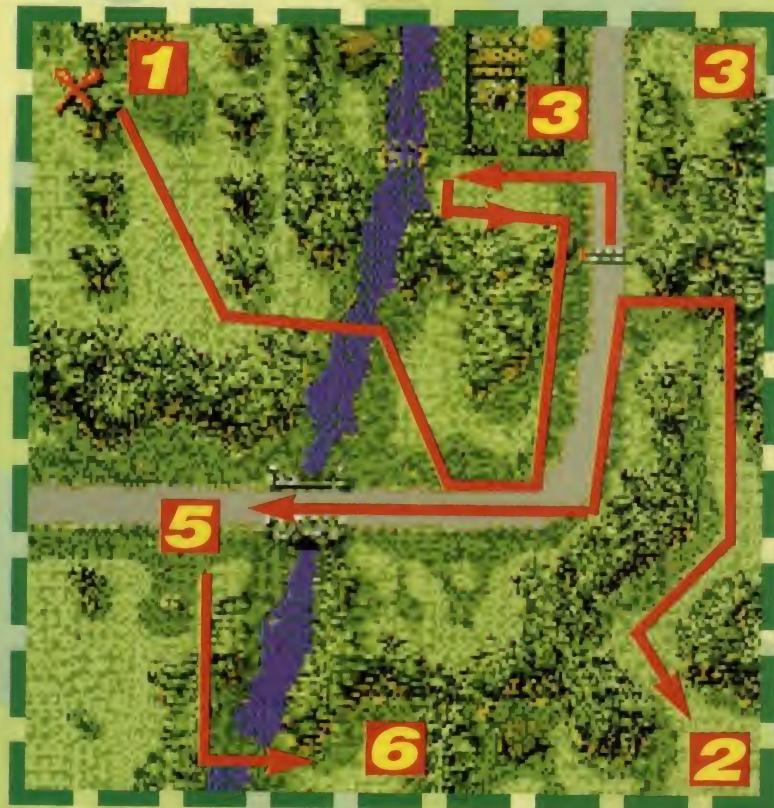


- Grenade the jeep by standing at one side of the bridge. The jeep can't get you, but you're in range to bomb it.
- Use one of the two turrets to blast the tank, and then bomb the nearby hut.

# MISSION 17

## PHASE 1

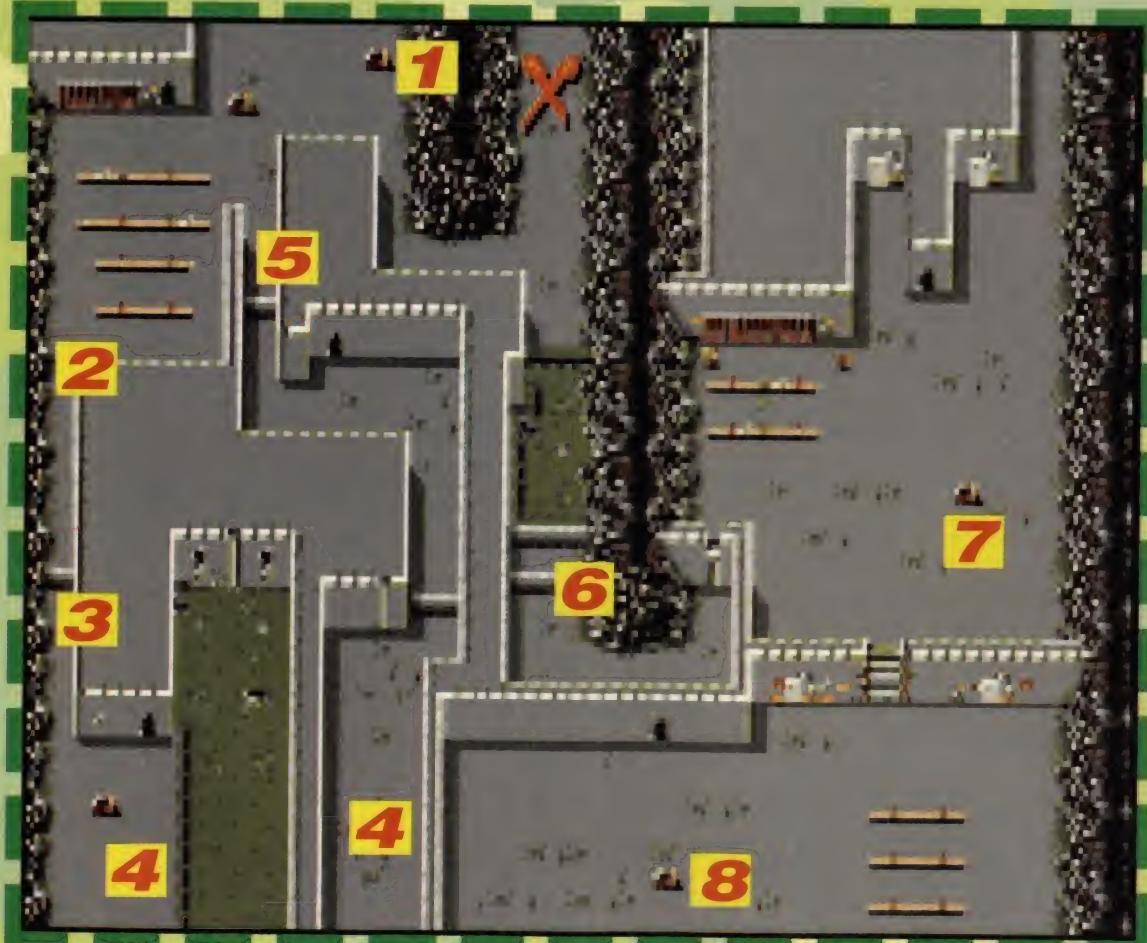
1. Blast the house next to you.
2. Cross the river, head along the road and then charge the sniper. Grab the tank and blast the hut.
3. Waste the sniper in the top corner and then blast the house to stop the soldiers coming out of it.
4. The hostage will now follow the tank, but split the team and use just one man to drive it, just in case it takes a hit and is destroyed.
5. Cross the bridge and blast the enemy turret.
6. Get out of the tank and head for the Red Cross tent, making sure you kill the last sniper that lurks nearby.



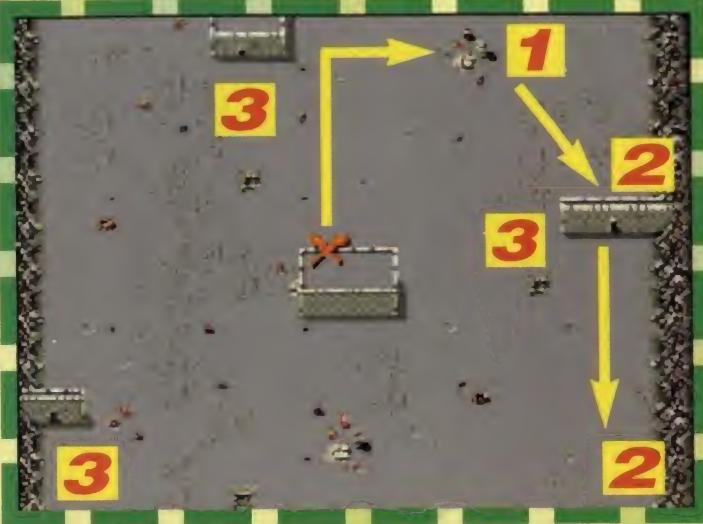
# MISSION 18

## PHASE 1

1. Send a single soldier without bombs to jump in the turret and take out the enemy turret and door.
2. Shoot the mine just before the blast door.
3. Bring up the other troops and blow open the blast door with grenades.
4. Send one man to pick up the rockets, get in the turret and blast the enemy turret and door. Merge the team back together.
5. Blow the blast door and pick up more rockets.
6. Blast the double blast doors open and cross the slime pit.
7. Send a single soldier to blow open the normal door, leap in the turret and destroy the other doors within range of the turret gun.
8. Send him into the final room to destroy the last door.
9. Use the other soldiers to bring up the hostages.



# MISSION 19



1. You need three men to finish this mission, so if any get killed, quit out and try again. Send two men to grenade the jeep near the pile of junk.
2. Wait until the chopper 'gets bored' of bombing you, then bomb it as it lands.
3. Position a man on each of the three pads, putting the guy on the far right last.
4. The helicopter will fly to this last pad and land, allowing you to get in and blast everything.

# MISSION 21

There's no trick to this, it's just very, very hard. First of all, go right to AVOID THE MINE at the beginning, and then just do one thing – keep firing. Keep firing and KEEP MOVING, two things, or you won't get to the turret. Just keep firing, keep moving and cover all the doors while you get to the turret, and then don't blow yourself up by firing too close. Which is three things, I suppose. Possibly four. Whatever.



# MISSION 22



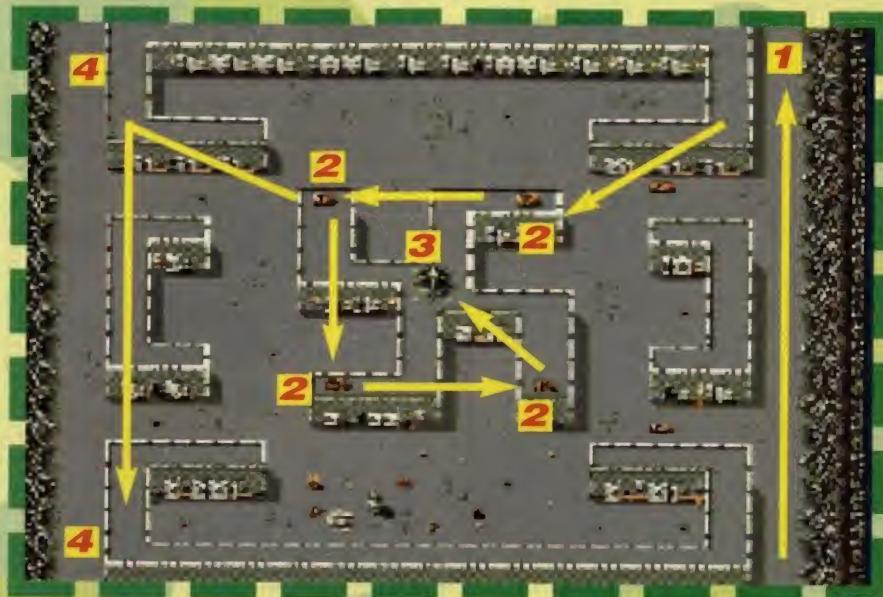
## PHASE 2

1. Blast the chopper before it takes off, or you're doomed. If you don't manage to catch it on the ground, quit out and try again. The sniper in front of you're starting point will fire at you but blast the building instead, so be sure to use your other grenade on the wooden hut.
2. Pick up the grenades.
3. Shoot the mine near the bunker before you get within range of the blast.
4. Ignore the friendly turret in the middle, even though it looks like the only way to crack open the concrete bunkers. If you head towards the centre of the level, the enemy pouring at you from all sides catches your guys in withering crossfire and you'll be chopped up in no time.

Even if you manage to reach the turret, the enemy turret at the bottom fires homing missiles that lock onto your guys and chase them around the screen, so that's no good either.

What you have to do instead is sneak down the right hand side of the level, take out the enemy turret and pick up the little 'S' power up that's left in the rubble. This'll give you enough rockets to blast everything that moves, and they're powerful enough to blow open all the bunkers.

# MISSION 24



## PHASE 4

1. Go up to this corner and put one man in the chopper.
2. Take out the four turrets in one pass, otherwise they'll fire heat seeking missiles at you which'll follow you for the rest of the level.
3. Blast the dome in the middle until it's cracked.
4. Destroy enemy helicopters when they're on the landing areas.

## PHASE 5

1. Send one man to grab the jeep.
2. Race past two turrets, get outta the jeep and take off in the chopper.
3. Blast the enemy turrets one at a time by flying forwards until one's on the edge of the screen, firing and backing off. If you get a homing missile locked onto you, you can't land the helicopter or finish the level. Quit and try again.
4. Pick up the enemy leader (the guy with the red light on his head) and fly him back to the tent to finish the level. That just leaves the final level for you to work out. Good for you.





# SEAQUEST DSV



**PLAYERS: ONE**  
**FROM: T-HQ**  
**PRICE: £49.99**  
**RELEASE: APRIL**

**"An underwater Desert Strike with a splash of Sega's Ecco The Dolphin thrown in for good measure"**

**S**eaQuest DSV, the largest, most powerful submarine on the telly is at your command. You are one of the few candidates invited to chance your arm on this bridge simulation which evaluates your potential as captain of the real SeaQuest (*But there is no real seaQuest! Andy*). Oh alright then, the game is made up of loads of missions and the

**SUBS**  
Loads of missions and by no means easy

easiest way to get around writing a decent original plot was to call it a simulation.

SeaQuest DSV can best be described as an underwater *Desert Strike* with a splash of Sega's *Ecco The Dolphin* thrown in for good measure. The game's split into numerous challenges ranging from dangerous rescues to treasure recovery, all under the constant threat of underwater pirate attack.

The graphics are well smart. The animation's slick and the backgrounds varied. Again there are no gameplay complaints as such either. The controls are easy to pick up and with eight different vehicles at your command it doesn't get too samey. But it's just not very exciting – it's a shame, but by no means a travesty.

Overall SeaQuest DSV is a satisfying and intelligent, good-looking strategy blaster, but it's nothing to salivate wildly about.

ATKO

Looks more like a large blue clayon than SeaQuest but it's armed to the teeth and a joy to control. Those shadows wouldn't be there though. Think about it.



You only get fined \$400 for destroying this friendly underwater fishing village. What a bargain!



## GRAPHICS

Clear, well animated sprites fluidly animated in realistic, varied settings

**8**

## SOUNDS

The music's very cinematic creating grand expectations, but effects are average at best

**8**

## GAMEPLAY

Each vehicle boasts intuitive controls and a strategic identity of its own – good and varied

**9**

## LIFESPAN

Plenty of missions and options, but once completed there's no desire to repeat the experience

**7**

## TOTAL! JUDGEMENT

"The TV series aspired to be an underwater Star Trek and the game desperately wants to be *Desert Strike*. Both have made valiant attempts but fallen sadly short"

**TOTAL! SCORE**

**83**



Not the most manoeuvrable sub in the world and more than a bit similar to the space ship out of *Space 1999*.

## FOUR SUBS, A PROBE AND A DOLPHIN



### CRAZ

The crab is a multi-function mining and recovery vehicle equipped with thruster jets and a large drill.



### SEA TRUCK

This large transporter carries high-charge plasma torpedoes and rear-launched proximity mines.



### STINGER

This extremely fast one-person attack sub contains hydro-pulse lasers and moves in all directions.



### HYPER-REALITY PROBE

This is used for exploration, reconnaissance and repair operations. It can perform underwater welding.



### SEA SPEEDER

This is a fast, heavily-armoured transport and defence vehicle armed with energy-plasma torpedoes.



### DARWIN

Darwin's a bottle-nose dolphin who can activate switches and swim against strong currents.

# ARDY LIGHTFOOT



**PLAYERS: ONE**  
**FROM: TITUS**  
**PRICE: £39.99**  
**RELEASE: APRIL**

Here's the loveable Ardy throwing something that I really can't describe, but it's bound to be stupid.

"I had severe trouble getting through one section in particular and I've been playing computer games for nigh on 12 years"

When I fitted snuggly into the 6-12 age bracket, computer games, sadly, were a bit thin on the ground. My hours of amusement weren't necessarily taken up with playing with wooden toys and sticks, but even the ZX81 (ask your father) was a mere twinkle in the eye of Clive Sinclair. If I had been fortunate enough to play them, I'd have liked something a bit simpler than *Ardy Lightfoot*, though.

When you're that age, you don't tend to have the longest attention span in the world and anything that frustrates you for more than an hour usually ends up being fed to the dog/younger brother or bounced off the forehead of an unfortunate nearby parent.

Why mention all this? Because Titus believe this game should be based in that age group. I had severe trouble getting through one section in particular and I've been playing these wretched things called computer games for nigh on 12 years.

The game itself is, at the very least, okay. It's not breathtaking, not the sort of game you'd flog an internal organ for, but certainly a very playable, steady challenge. I wouldn't recommend it for very young players – it's too tough, but for everybody else, if you're into average platform games with a stiff gameplay test, you might just fall in love with it.

JOSSE

T!

Don't tempt me, I'm only flesh and bone, after all.

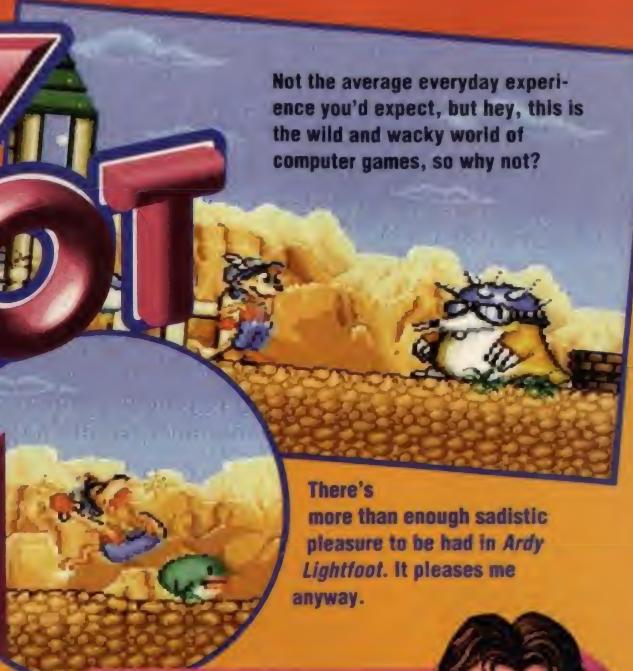
No, wrong. Nothing that interesting. Just a between-levels map-screen type of thing. Shame, really.

**ARDYS**  
Testing game-play, and there are worse games about...

**NURDYS**  
... but there are better. Average all-round, really

I hate smarmy computer games characters with expressions like this. They give off this air of superiority that makes me sick.

Not the average everyday experience you'd expect, but hey, this is the wild and wacky world of computer games, so why not?



There's more than enough sadistic pleasure to be had in *Ardy Lightfoot*. It pleases me anyway.

## ANDY SAYS...

"What more can I add? You've seen it all before, and to be honest, there's more than a few games that do it better."

While *Ardy Lightfoot* claims to appeal to younger players, I can't imagine many of them completing the game before boredom sets in"



## GRAPHICS

Quite pleasant, well-groomed stuff, but nothing that you've never seen before

7

## SOUNDS

Same as graphics, really. Only they're not quite so well-groomed, as it were

6

## GAMEPLAY

A much tougher challenge than the looks would suggest. Not bad

6

## LIFESPAN

Not a game you'll be playing into your pensionable years, but certainly okay

6

## TOTAL! JUDGEMENT

"The only thing that isn't average about this game is the difficulty level – it's far too hard. Otherwise it's nothing special!"

**TOTAL!  
SCORE**

65

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# TOTAL! TACTIX

Here's the best way to "be" Wolverine. Do lots of dragon punches, by hitting the following sequence (a la *Street Fighter*) R, D, DR, R, UR and punch.

Easy, but Psyclops is easier still. Tap U,U and punch to shoot a laser upwards, or do a fireball (D, DR, R then punch) to perform a big laser thingy. The other characters have similar special moves, but

don't really need them for their respective sections.

# X-MEN

LEFT: Psyclops lets it all flow. Imagine what it's like when he really gets mad!

**PLAYERS: ONE**  
**FROM: CAPCOM**  
**PRICE: £50-ish**  
**RELEASE: IMPORT**

"Capcom have taken a small selection of X-Men and stuck them in this odd *Final Fight* sort of affair, and very good it is too, or at least it would be if it wasn't so bloody short"



The one on the right has pointy ears and the one on the left has pointy (Stop! Andy)

### ATKO SAYS...

"X-Men Mutant Apocalypse is a wonderful game for fans of the brilliant comic heroes (like wot me and Josse are). It's only available on import from America at the moment, but should get an official UK release later in the year. Keep your eyes peeled"



X-Men, eh? Every time I watch it on telly, or pick up one of the comics, there are a dozen new X-Men, and a similar number missing from the last round up. Of course there are regulars, like Psyclops and Wolverine, but these newbies, Gambit and Psylocke? What is going on?

Back in my day, they were all made of clock work and wood, and they didn't have special powers. No, they had to work for a living, down' pit. Ahem, anyway, Capcom have taken a small selection of X Men and stuck them in this odd *Street Fighter*, *Final Fight*, platform sort of affair, and very good it is too, or at least it would be if it wasn't so bloody short.

The usually reserved Psyclops in Cammy-esque pose. What the Dickens is going on, eh?

Each character has their own specific mission to complete, which usually involves two bosses and a couple of platform levels. Once you've completed each character's mission, that, I'm afraid, is it. However, in the interest of originality, Capcom have given each character a *Street Fighter*-style range of special moves. Wolverine has a dragon punch, Psyclops has a fire ball laser beam, etc.

It plays brilliantly, the graphics are spectacular and the sound is more than adequate. The problem is that it's all too easy. Were this a gigantic, sprawling sort of a game, it would be one of the year's essential purchases, but sadly, 'twas not to be.

JOSSE

T!

### GRAPHICS

Great sprites, luvverly backdrops and some rather nifty special effects

9

### SOUNDS

Average but not shabby, though some of the tunes can grate after a while

7

### GAMEPLAY

Top notch, *Street Fighter*-style fun throughout, with platforms too!

9

### LIFESPAN

Doh! Short, easy and hardly worth going back to, otherwise it would have been ace!

6

### TOTAL! JUDGEMENT

"It isn't vast in a cathedral-like sense. If you like the X-Men, have a very short memory, or are rubbish at games, get it"

### TOTAL! SCORE

78

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DEBENHAMS  
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## THE FUTURE STARTS WITH

# JAGUAR

## AWESOME SOFTWARE

Alien vs Predator



Brutal Sports Football



Checkered Flag



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# PAC INTIME



**PLAYERS:** ONE  
**FROM:** NAMCO/  
MINDSCAPE  
**PRICE:** £49.99  
**RELEASE**  
**OUT NOW**

"For some reason the original Pac Man maze game is considered a classic. Frankly I reckon it's pump"

**PACS**  
Smart looks and simple but fun gameplay

This game bears more than just a passing resemblance to an Amiga game called Fury Of The Furries, but since I don't know anything about that game I guess I'll just have to start from scratch. For some reason which entirely escapes me, the original Pac Man maze game is considered a classic. Frankly, I reckon it's pump, but it's success is unquestionable, so a few of the elements have been retained and incorporated into this new game

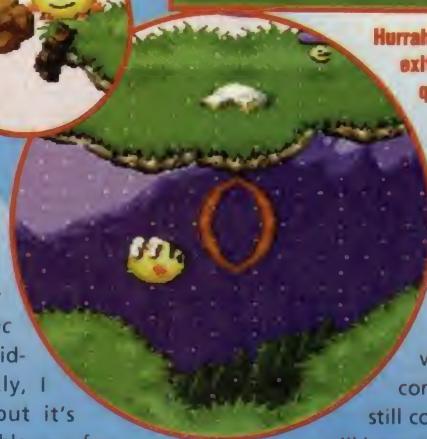
**Wahay!**  
Great fun is to be had using the mallet to smash holes in the platforms.



Hurrah! The door is open and the exit beckons. Another level quivers beneath my might.

Jump through the hoops and you get special items such as the mallet or the swing rope or the fireball... or even the bubble.

which thankfully is completely different. You still control Pac Man and you still have to collect little pills, a set number for each level. Also, there are a few ghosts on each level who home in on you and, yes, there are also power pills which turn the ghosts blue and enable you to eat them. But that's where the Pacciness ends and the fun begins. In order to collect all the pills from any given level. You have to collect and use up to four special items. These are a rope for swinging around on, a flame for shooting and killing enemies, a bubble that enables you to swim underwater and a mallet for smashing holes in wooden platforms. And that, coupled with some



## TOTAL! TACTIX

Here's an example of one of the simpler puzzles in the game.



The lever on the left opens the door on the right, but there's a cog missing. What next?



And finally, place the cog into the gap, pull the lever and the door slides open. Simple really.

Step two is to find this place. As you can see, to Pac's right sits the missing cog. Pick it up.



Grab the extra life before you get swept up in that windy updraft. I wonder what's down that hole?

This is here to illustrate your incredible swinging abilities. That's all really.

You can fireball the enemies, but it's best to jump up so you're in line first, you berk.

This is Jesse's girlfriend after he stayed at the pub all night.

### JOSSE SAYS...

"This is good, in a simple way. There are only really five gameplay elements to it, but the extensive use of swinging and the design of the levels makes it work curiously well. For a bit more variety though, I'd suggest you go for the big platformers like DKC or Earthworm Jim"

intricate levels design, hazards and switchy type puzzles, is it.

It's fairly simple, and to be honest, can get slightly repetitive, but only slightly. For the most part this simplistic set-up allows you a fuss-free game that leaves you free of any unnecessary complexity so you can get on with just having fun.

Predictably enough the levels get more complex and the hazards more numerous as you get further into the game. The difficulty curve is excellent though and by the time controlling

**CACKS**  
A bit repetitive but that's about it for downers

You can't shoot these spiky little goons so, erm, just jump over them or something.

Should have shot this vine. Now you've only been and gone and got yourself trapped. Damage will ensue.

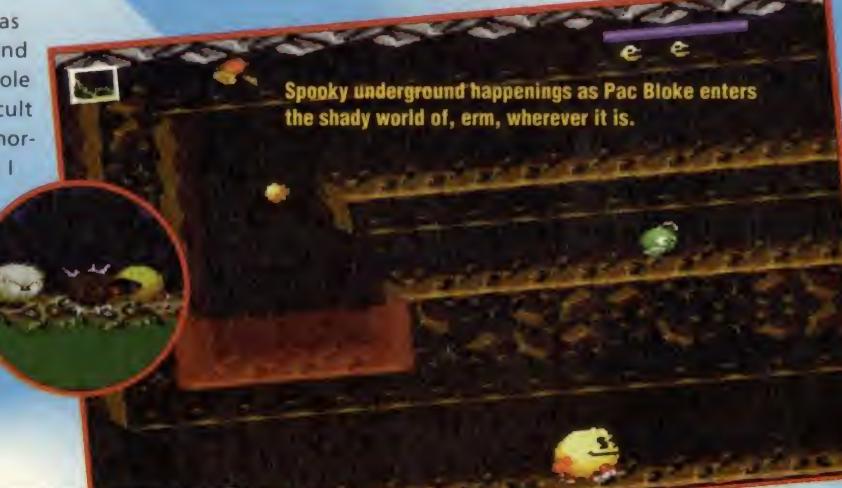
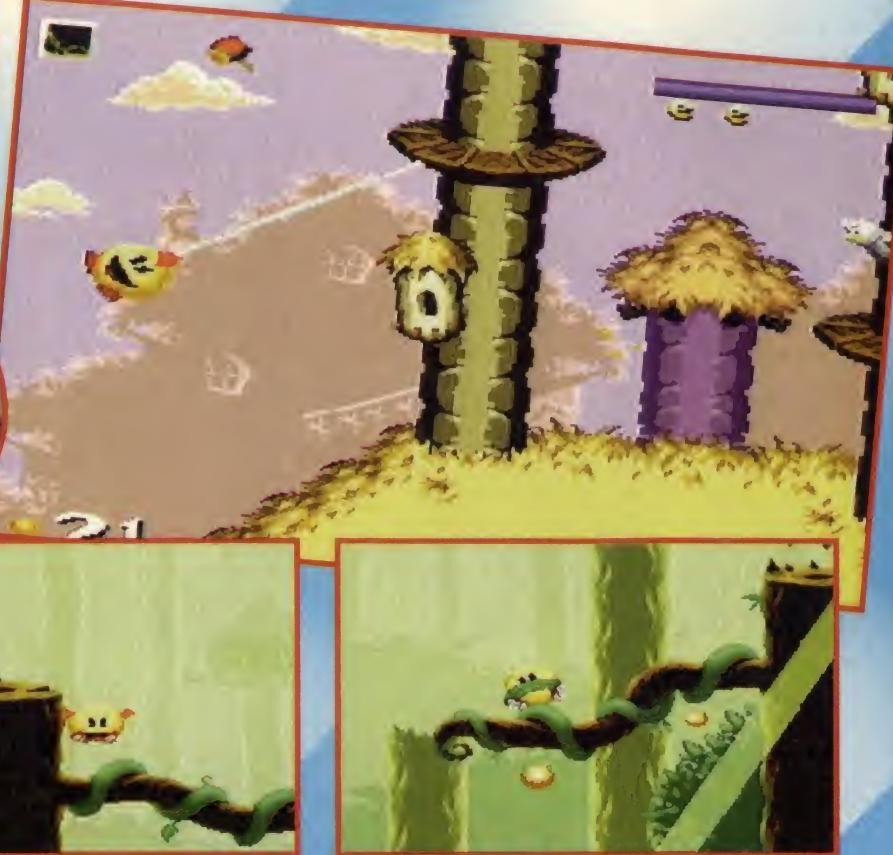
Pac Man has become second nature, the whole thing's got difficult enough to make it enormously challenging. Like I said, it gets a little repetitive, but what we have here is a very solid, very enjoyable game that's brave enough to move slightly away from all that usual standard platform formula.

ANDY

That ghost will home in on you and kill you unless you grab that pill first. Then you can devour him with no risk to yourself.



And here's one I turned blue earlier. All that remains is to eat him like so much jelly and custard, or flan.



### GRAPHICS

Splendid! Big, bold, colourful and smooth in a fun, swingy-aroundey sort of way

8

### SOUNDS

Excellent! The repetitive and jolly tunes should be incredibly annoying, but they're not

8

### GAMEPLAY

Cracking stuff! A little repetitive but it's challenging, fun and very, very different

8

### LIFESPAN

This will take you longer than it would to paint a line of tiny dots from Llandudno to Billericay

8

### TOTAL! JUDGEMENT

"Refreshingly different and surprisingly, very jolly. *Pac In Time* is a top platformer and about a hundred billion times better than that original Pac Man cack"

**TOTAL! SCORE**

**82**

# WARIO



An extreme close-up of a multiple bomb blast. This is what this game is all about. Wanton destruction.



**PLAYERS: 1-4  
(SUPER GAME BOY)**  
**FROM: NINTENDO**  
**PRICE: £24.99**  
**RELEASE: LATE FEB**



That little orange blob is poisonous gas escaping from a vent. Wait a few moments and it'll disappear again.

The icy levels are a real pain for two reasons. The floor is slippery and the ice blocks reappear.



This is the first Boss. He's a complete ponce so I won't even bother to explain how to defeat him.

**"Get three mates to play the game and it changes from a mildly enjoyable romp into an all out frantic blast-fest the likes of which you have never seen on the Game Boy"**

Some months ago we took a look at a Game Boy cart featuring Bomberman, a game which we subsequently learnt was not to be released after all. We were stunned, for the game was rather good. "Alack and alas! How can this happen?" I cried. "What manner of madness is this?" cried Josse.

## GET YOURSELF TOOLED RIGHT UP!



At the start of the game, your character is, how shall I put it, slightly less dangerous than a Chihuahua with a wasting disease. However, after defeating each of the first five Bosses, you get a special ability. And, would you believe it, here they are.

### POWER UP 1 - KICKS

No longer do you need to drop and run. Now you can place a bomb, then hoof the bugger away towards an unsuspecting foe. What complete larks!



### POWER UP 2 - DASHIN'

Yes, yes, it's all a bit slow so finish off the second Boss and you'll earn yourself the Dashin' power up. You can now run like the wind (not that the wind runs as such).

### POWER UP 3 - THE TROUNCER

This one's a riot. Stand next to an enemy, give him a good hard shove and voila! He flies off down the corridor and into a wall. He'll remain dazed for a while so chuck a bomb after him.



The Liner move is plumb. More often than not you end up trapping yourself between a row of your own bombs.

The Dashin' option, as you might expect, enables you to dash around a bit faster than usual.

Use the Trouncer ability to send an enemy spinning into a wall then kick a bomb at him. Very effective.

# BLAST

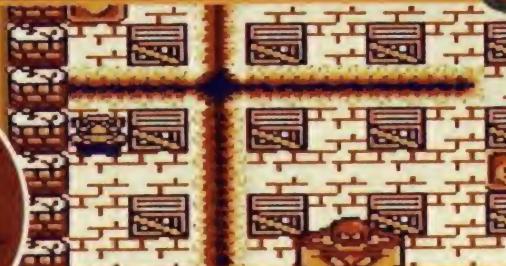
**TOTAL!**  
GAME BOY REVIEW



There see? In this version of the game you can play the original Bomberman character, or Wario. Top stuff.

So we Bomberman-shaped gap in the Game Boy market got straight on the blower to Nintendo and quietly wept at them. But our grief was short lived as we discovered to our glee that the game was to be released with a few changes and would star Mario's old arch enemy Wario. And here it is. But what are the changes that have occurred. Disappointingly, you might think, all that's happened is

**UPPERS**  
Hugely playable, great in multi-player mode



that instead of just playing Bomberman, you can choose to be

Wario and also the Bosses have gone through a suitable transformation. A waste of Wario? No. The game itself was so good anyway, changing it would in all probability have made it less enjoyable.



And here's a chilling reminder of what happens if you eat too many cakes. He's big, he's round... he's a lard-arse

LEARNED:

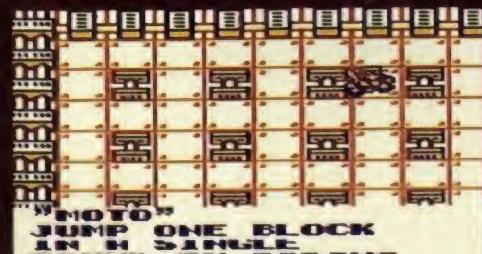


#### POWER UP 4 - LINER

More a hindrance than a help. Tap the button twice and you automatically lay down a whole line of bombs. Don't do it while you're running.

#### POWER UP 5 - MOTO

This ability enables you to hop over walls. Very useful indeed. Once armed with this and the Trouncer the latter part of the game becomes a bit easy. Good for building up the challenge in two-player mode.



"MOTO" JUMP ONE BLOCK IN A SINGLE BOUND BY RIDING INTO A BLOCK.

The Moto ability is bloody great because it enables you to walk right over the top of obstacles.

**DOWNERS**  
A bit easy on your own. The soundtrack is dire



This is Boss four. Now he's bloody hard as nails so turn the page to see how to defeat the tricky blighter

Boss number two. This one's as easy as the first one. Just run around avoiding him and drop the odd bomb or two.

Plot aside the upshot of the game is that your character (whether Wario or Bomberman) has to play through eight stages of three levels making a total of 24 levels plus of course eight Bosses, one at the end of each stage. The mechanism for doing this is simplicity itself. There are indestructible blocks which make up the maze and other blocks which can be destroyed with your bomb blasts. Often these blocks disappear to

#### ATKO SAYS...

"Thank God they included a multi-player mode. The single player game, while fun, is far too easy - I reckon two day's play at most. But thankfully not one, not two, not even three, but four players can all play Wario Blast at once. It's stupendous!"



Here we've cleverly tagged a few screens together to show you the whole playing area. Oh please, don't mention it.

# TOTAL! TACTIX

## DEFATING BOSS FOUR!

Good God will you look at this? Not only do we give you a review, but here are some tips too. This mag's like the bloody TARDIS albeit a bit flatter and less able to travel through time. But still, the similarity is there, if you look hard enough. Not that I'd know mind, because I'd hate to think you all thought I was the sort of sap who thinks low budget British Sci-fi

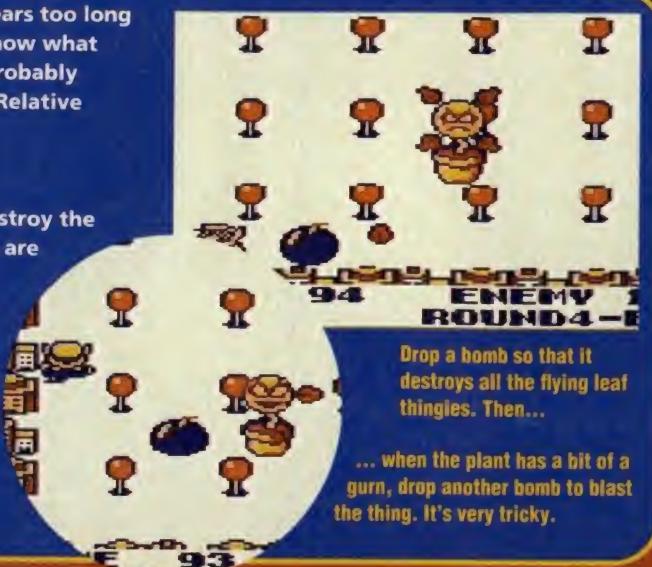
shows that run for about 20 years too long are cool. In fact I don't even know what TARDIS means. Although it's probably something crap like Time And Relative Dimensions In Space... Doh!

### Step 1 - Leaf it out!

Drop a bomb (or several) to destroy the leaves (or are they petals) that are flying around.

### Step 2 - Nip it in the bud!

As the plant makes a funny face drop a bomb. You have to be quick. If the plant starts moving around again the bomb blast will have no effect. Quick, quick, quicker!



Drop a bomb so that it destroys all the flying leaf things. Then...

...when the plant has a bit of a gurn, drop another bomb to blast the thing. It's very tricky.

reveal power-ups which increase the amount of bombs you can drop at once and their range. Also there are special abilities that you acquire along the way (see TOOLED RIGHT UP). And that's it. The fun is derived from learning strategies and basically just blowing the hell out of your on-screen enemies. At first the whole thing seems rather impossible, but it's one of those excellently crafted games that allows you to learn a new trick each time you play and you'll romp around the levels.

Old fatso grumpy face has gone and trapped himself in a corner with his bomb. So long, loser!



The spider starts off slim so you have to hit him three times to make him explode then hit him again.

Which brings me onto one of the game's faults. In one player mode the game's far too easy. I completed it in less than a day and even those with strange gaming disorders will only take a couple of days. So now you'll be wondering why a game that only lasts a day or two gets 91%. Well, I don't care what the programmers say, but Bomberman never really was a one-player game anyway. No, its strength is in its two-player mode, or rather, its multi-player mode. And many congratulations must go out to the game's creators

for including a full four-player option. Get up to three mates to play the game with you and it changes from a mildly enjoyable romp into an all out frantic blast-fest the likes of which have never been seen on the Game Boy.

And that, I guess, wraps it up. Play it on your own for a bit by all means, for real thrills though, get linked right up. You won't regret it. Honest. Trust me, I'm a Doctor. Dr Love in fact. Ask my wife. (Leave it Andy, it's finished, Josie).

ANDY

T!

### GRAPHICS

It's got Wario, but then I've got some pants with Batman on and they're no better than my plain shreddies, so...

7

### SOUNDS

Hideously catchy theme tune which pisses you off long after you've finished playing. Yuk! Vile!

6

### GAMEPLAY

Here's where the game's strength lies. It's bloody good on your own and against a human it's a blast

9

### LIFESPAN

Challenging in one-player mode and endless fun with the multi-player option. A class game and no mistake

9

### TOTAL! JUDGEMENT

"A relatively good game on your own. With multiple players though, Wario Blast is almost certainly the most explosively exciting Game Boy title available. Hurrah!"

**TOTAL! SCORE**

**91**



Drop a bomb and run like hell or this geezer's sword flies across the screen towards you. Not a pleasant prospect.

That circular thing is a warp hole which can be both useful and hazardous. Treat them with extreme care.



The final Boss. See? We told you the one-player mode was easy. Still, get yer mates round for top laughs.

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# ROBOCOP VERSUS THE TERMINATOR



PLAYERS: ONE  
FROM: INTERPLAY  
PRICE: £24.99  
RELEASE: MARCH

"With some small sprite alteration this could easily, and perhaps should have been a straight Terminator game"

**R**obocop against Terminator seems a very odd concept indeed. Surely Terminator would win hands-down if only because he's from the future and so boasts more advanced innards. Logistics aside, you take on the role of Robocop and must battle your way through seven levels of baddie-filled mayhem in order to destroy the Skynet computer. Yes the plot is the same as the Terminator films so lets dispense with that formality.

This platform-shoot-'em-up is rubbish! More annoyingly it's not



Like all the best futuristic police, Robocop can climb down ladders. Very impressive indeed.

**ROBOS**  
Large sprites, top  
characters and a  
sound plot

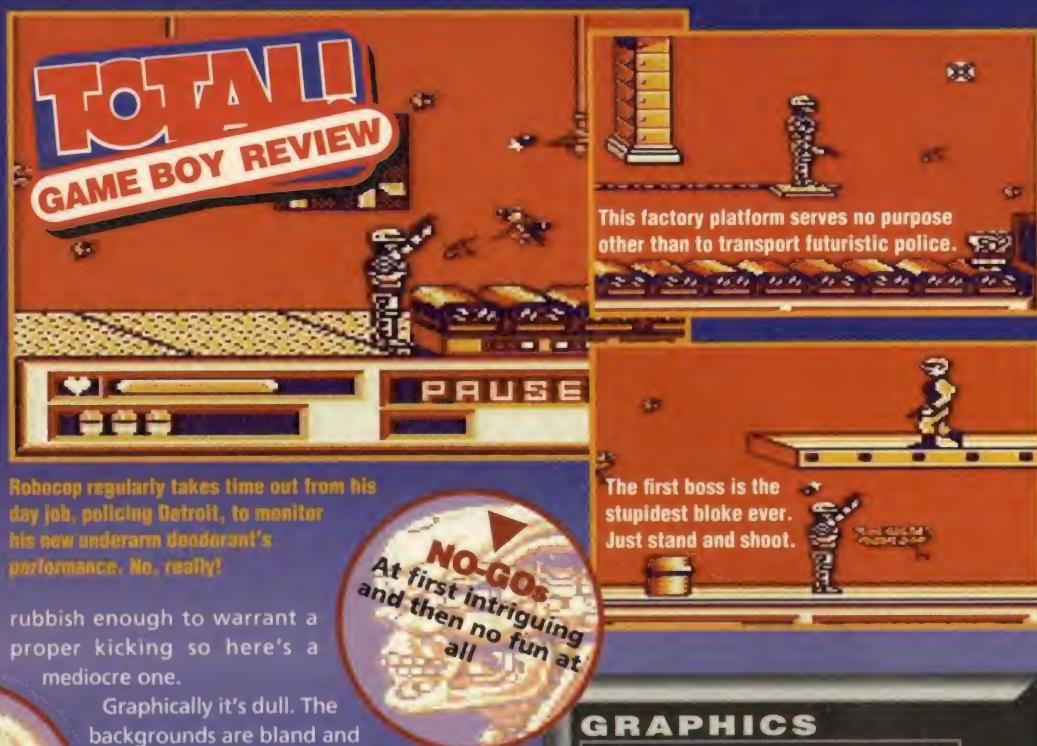
What a super hero! Robocop can even climb up ladders. Is there no end to his vast repertoire of moves and abilities?

## JOSSE SAYS...

"As film related licenses go this is really very poor. I suggest you consider Batman or an old TOTAL! favourite Bill And Ted's Excellent Adventure. If you just want top shoot-'em-up action, you won't do much better than *Probotector II*"



Beneath the streets of Detroit Robocop is surprised to find volcanic lava. Lucky those pipes are there.



Robocop regularly takes time out from his day job, policing Detroit, to monitor his new underarm deodorant's performance. No, really!

rubbish enough to warrant a proper kicking so here's a mediocre one.

Graphically it's dull. The backgrounds are bland and the sprites barely recognisable.

The gameplay is very stodgy. The speed of the game (or lack of it) is largely at fault but the unresponsive controls don't help one bit.

The challenge is quite a good one but after a level or two of this dodgy gameplay I doubt if anyone will care.

With some small sprite alteration this could easily, and perhaps should have been a straight Terminator game. Robocop doesn't do anything. A total waste of a potentially great license!

ATKO T!



This factory platform serves no purpose other than to transport futuristic police.

The first boss is the stupidest bloke ever. Just stand and shoot.

## GRAPHICS

Okay backgrounds and pretty good sprites, but the scrolling is sooo slow and frustrating

6

## SOUNDS

The sci-fi soundtrack adds to the action but ultimately irritates the pants off you

6

## GAMEPLAY

Extremely wooden and very samey. Not dissimilar to Michael Caine's acting career

6

## LIFESPAN

If the gameplay were sorted out this'd be fine. As it stands it's too boring to last long

5

## TOTAL! JUDGEMENT

"This potential smash of a license turns out to be not only very average but a tragic waste of a half decent idea"

**TOTAL!  
SCORE**

56

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# Letters

## BONKERS BLOKE

Dear TOTAL!

Well done on a great mag. I really enjoyed your review of *Sonic 3* and am saving up to buy it for my Super Nintendo Entertainment System or Super NES or S.N.E.S OR SNES. Anyway, here are my questions:

- 1 Will there be a *Sonic 4* or *Sonic Chaos 2*?
- 2 Why doesn't my copy of *Sonic 2* work on my SNES?
- 3 Will there ever be a game called *Sonic In Mario Land*?
- 4 When will the Super Mega be released in Britain? My friend says he bought one when he went to America.
- 5 When my friend told me about *Super Street Fighter III Champion Turbo Delux Edition* was coming out I was naturally very excited. He said that it would be out in time for Christmas but I've looked for it everywhere and can't find it. Can you tell me where I can find it and what percentage

# Johnny's Crayon Corner

Dear Karl

In answer to questions one and two, they seem like fairly logical ideas but obviously we can't tailor-make our beloved mag to any one reader. If anyone else out there agrees with Karl or has any ideas of their own that they'd like to see in TOTAL!, write and let us know this minute. 'TBA' stands for To Be Announced. Very often software houses haven't finalised their release schedules before we go to print, hence TBA.

As to who decides which letters are printed, you've got Atko to thank for passing over your last three letters. Send him a sackful of hate mail this instant.

Sally

## HOW OLD?

Dear TOTAL!

Just a quick letter to ask how old are you lot? I'm not talking about TOTAL! I am honestly curious about the age of each member of the TOTAL! team.

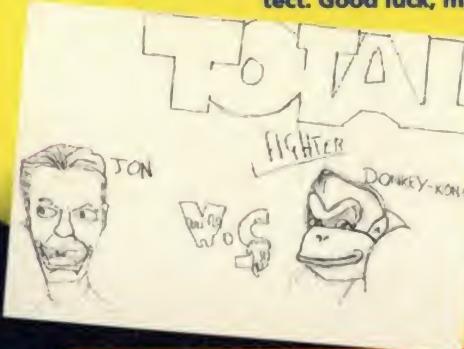
James Kessick, Peterborough

Dear James

We're making you're question into a quick compo because we don't reckon that anyone will get it right. So, have a guess at our ages and send this coupon to TOTAL! Letters and if there is a winner we'll send them a couple of SNES carts and a bundle of Star Trek goodies that are knocking around the office. By the way, Johnny isn't a young lad...

Crayon Corner seems to have really taken off this month. Johnny has been swamped with sack loads of reader art and as usual every pic printed will receive a free thing. Yes, a free thing! Mind you it's best to send your full name and address if you actually expect to get your free thing...

Mmm, this curious mono rendition is from Joe Mackertich. Joe is training to be an architect. Good luck, mate.



T. Parker's minimalist study of Thicky Dyer drew uncanny parallels with his own inability to provide his address.

Mr Parker is an air traffic controller at Bristol Airport.



This colourful effort by Ian Hamilton was accompanied by his address, so he gets himself a free thing!

## WEIRD PLACES I'VE PLAYED MY GAME BOY No. 34

**WIN A  
GAME BOY  
CART!**



Cut out this coupon and send to:  
'How Old Are The TOTAL! Crew?'  
Compo, TOTAL!, 30 Monmouth Street, Bath BA1 2BW

Write the age you think in these boxes



NAME: Tez Cook

AGE: 17

FROM: Kidderminster

Tez got jumped by six hardened soldiers in the Mayhem Paintball Park near Birmingham but he wasn't scared. He simply whipped out his Game Boy and in no time they were begging for a go. It just goes to show that the trusty Game Boy is not only good for you but can save your life in certain situations.

Dear Andy

Is there a cricket game for the SNES? And if not, why not? I'm a big cricket fan!

Daniel Bouteille, Loxwood

Dear Andy

Is the Super Game Boy really worth £50 or do you think that a new SNES game would be better value?

Andy Stevenson, Glasgow

Dear Daniel

Because there aren't that many SNES owners that are into cricket, and besides it would be dull and rubbish. I would have thought that's obvious.

Andy

Dear Andy

How can you give *Mario All Stars* 99% when you only gave *Donkey Kong Country* 97% and *Earthworm Jim* 95%. These two platformers must surely be the best ever!

Jim Hemingway, Peterhead

Dear Peter

*Mario All Stars* received such a high score because with its four games on one cart, it's great

value for money and even though individually the games aren't as good it will last the player much longer than either *DKC* or *EJ*.

A valid point that Karl makes in his 'May I Suggest' letter is the value of games scores dropping over time, but in this case we stand by our score especially now that you can pick up *Mario All Stars* for twenty quid.

Andy

# TOTAL! TACTIX

**T**hese pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the TOTAL! hall of fame? Okay then, simply send your best tips, cheats, and codes to: TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW. If you want to get the best out of your games, READ ON!



## DONKEY KONG COUNTRY

Last Christmas's biggest seller and possibly the best single platformer ever seems to have caused quite a stir with you lot. We've been inundated with more tips than we know what to do with. So, here in no particular order are the first batch cobbled together with the help of Phillip Hall from Tutbury, Tom Farrington from Dunblane, and Liam O'Hara from Dorset. Cheers chaps.



On the title screen while Cranky Kong is winding the gramophone, press DOWN, Y, DOWN, DOWN, and Y (Diddy) and you will be able to play all the bonus levels as many times as you want. In one or two-player mode, complete the first level with Donkey Kong and when the computer moves you down to the next level, hold down RIGHT and B on the bend. You will then be taken to a place called Orang-Utan Gang which skips half of the game.

On the Stop & Go level in the Monkey Mines section go LEFT and back through the door as soon as the level begins. You will then be transported to the end of the level with only a few baddies to beat. More next month.



## SPACE INVADERS

Justin Leadsome from Liverpool has sent in the following cheat for Arcade Space Invaders on the Super Game Boy. Those mystery ships that float across the top of the screen are not in fact a mystery at all. To hit the maximum 300 point ship every time fire 22 shots from the beginning of each screen. Then make sure you hit the mystery ship with your 23RD SHOT. Now fire 14 times, hit it with your 15TH SHOT and repeat until the next level.

Justin also sent us a thoroughly silly cheat which we didn't bother trying but you're welcome to have a lash. Study the invaders and you'll notice that the top row are pointy invaders, the next two look like toasters and the last two look like skulls. If you manage to shoot all the invaders except for one skull it will leave a trail behind it. Erm, that's about it really.



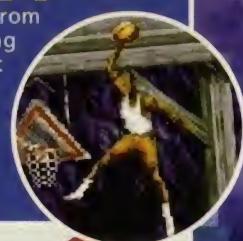
## SUPER BOMBERMAN 2

On the password screen enter 1111. This will take you to level 1-1 but with detonator bombs which usually can only be accessed on level 2-2. That should make things a bit easier. Thanks to Neil Searle from Cornwall for that gorgeous code.



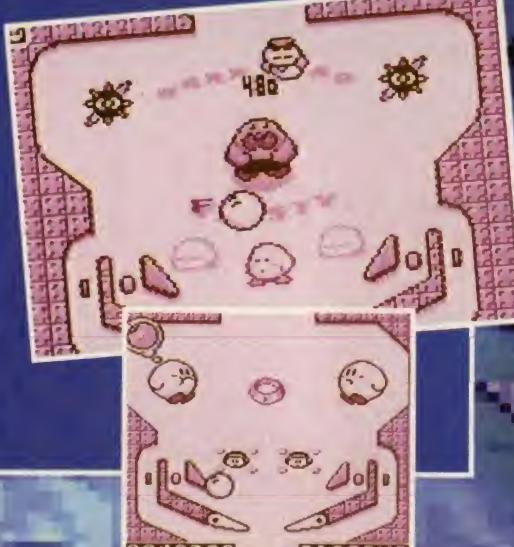
## CHAOS IN THE WINDY CITY

Julian Somethingorother from Acton sent in the following code which allows you to start this top game with 34 lives. On the password screen type in 0D6ZTCPBCBQ4. So it's no longer chaos in the windy city but more of a breeze.



## KIRBY'S PINBALL LAND

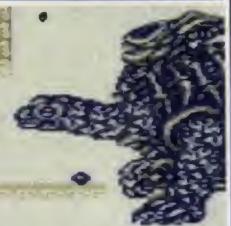
Finding Kirby's a bit tricky? Well fear not! Richard from London has sent in this lovely cheat which ensures that you'll never run out of balls again. When you've lost the ball down the hole press UP and A simultaneously. The ball should fly up to the top of the screen. Good one Richard.



**SNES**  
**TACTIX****STREET  
RACER**

Adrian Mawdsley's cheat for Street Racer allows you to race on four bonus tracks. On the option screen type L, R, L, R, X and Y.

If he'd sent it in two months ago it would have gone in TOTAL!'s player's guide.

**NES**  
**TACTIX****PROBOTECTOR II**

We've been accused of neglecting the NES of late. If you feel we have then send us your hot NES tips then you horrible lot. Anyway, here's a silly cheat for the brilliant *Probotector II*. On the title screen press **START**, **SELECT**, **B** and **A** for a spiffing sound mode. We've got Irfan Nazir from Pakistan to thank for that one

**GB**  
**TACTIX****KRUSTY'S  
FUN  
HOUSE**

James Rosseinski from Plymouth

has cracked Krusty's Fun House on the Game Boy and sent us in these level codes to share with you. Very thoughtful of you, James.

Level two	HI KIDS
Level three	MCBAIN
Level four	MILHOUSE
Level five	CMBURNS
Level six	PRINCESS

**SNES**  
**TACTIX****ANOTHER  
WORLD**

Jamie Mole from Brighton sent us the level codes for one of the most atmospheric, gripping and tough platformers of recent years.

Level 2	HTDC	Level 3	CLLD
Level 4	LKGK	Level 5	XDDJ
Level 6	FXLC	Level 7	KRFK
Level 8	KLFB	Level 9	DDRX
Level 10	HRTB	Level 11	BRTD
Level 12	TFBB	Level 13	TXHF
Level 14	CKJL	Level 15	LFCK

**Cheat Cart  
Codes****ACTION REPLAY CODES**

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on (0782) 745990, Game Boy on (0782) 745991 and NES on (0782) 745992.

**Donkey Kong Country**

We've had so many requests for DKC codes this month that we're dedicating the whole of the Cheat Cart Codes section to getting the most out of this glorious game.

- 7E13 7F62 Infinite time in bonus game.
- 7E13 F399 Infinite time on bonus level.
- 7E05 7B99 Always have 99 bananas.
- 7E05 6F02 Always start as Diddy Kong.
- 7E12 A9FF Diddy Kong floats in mid air.
- 7E1B 2201 Get items from under ground with a small jump.
- 7E08 8802 No sprites are displayed (finish it now then).
- 7E15 0301 Only one hit to kill Big Beaver.
- 7E1E 215A Keep stop lights on.
- 7E00 3EXX Level select. Replace XX as follows.

- 72 Jungle Hijinxs
- 0C Ropey Rampage
- EE Cranky's Cabin
- 70 Reptile rumble
- BF Coral Capers
- 73 Funky's Flight
- 17 Barrel Cannon Canyon
- FA Candy's Save Point
- 0E Very Gnawty's Lair
- ED Monkey Mines
- D9 Winky's Walkway
- 2E Mine Cart Carnage
- 07 Bouncy Bonanza
- 31 Stop & Go Station
- FB Candy's Save Point
- F5 Funky's Flight
- 42 Millstone Mayhem
- EF Cranky's Cabin
- E1 Necky's Nuts
- E9 Vine Valley
- A5 Vulture Culture
- A4 Tree Top Town
- F9 Funky's Flights
- D0 Forest Frenzy
- 43 Temple Tempest
- FF Candy's Save Point
- 0D Orang-Utan Gang
- F3 Cranky's Cabin
- DE Clam City
- E5 Bumble B Rumble
- E8 Gorilla Glacier
- 24 Snow Barrel Blast
- 6D Slipside Ride
- A7 Ice Age Alley
- 3E Crocopolis Chase
- F0 Cranky's Cabin
- 14 Torchlight Trouble
- FC Candy's Save Point
- F6 Funky's Flights
- CE Rope Bridge Rumble
- E2 Really Gnawty
- Rampage
- E7 Kremlroc
- Industries Inc
- 40 Oil Drum Alley
- 2F Trick Track Trek
- 18 Elevator Antics
- FD Candy's Save Point
- 22 Poison Pond
- F1 Cranky's Cabin
- 27 Mine Cart Madness
- F7 Funky's Flights
- 41 Blackout Basement
- E3 Boss Dumb Drum
- E6 Chimps Caverns
- 30 Tanked Up Trouble
- 12 Manic Miners
- 0A Misty Mine
- F8 Funky's Flights
- 36 Loopy Lights
- FE Candy's Save Point
- 2B Platform Perils
- F2 Cranky's Cabin
- E4 Necky's Revenge
- 68 Gang Plank Galleon
- 5E Character/credits

- 80E9 BC60 Allows you to use Action Replay.
- 80E9 E60 Allows you to play the Euro version on Jap or US machines.
- 7E05 7706 Unlimited lives.
- 7E05 7863 Each banana collected adds one to the lives counter.
- 7E05 7F01 Always have the G.
- 7E05 7F02 Always have the N.
- 7E05 7F04 Always have the O.
- 7E05 7F08 Always have the K.
- 7E05 810X Game select.
- 7E05 7901 Unlimited monkeys.
- 7E1E 25FF Always display lines on screen.
- 7E05 7202 Only need one espresso token for the bonus stage.
- 7E05 7402 Only need one enguarde token for the bonus stage.
- 7E05 7102 Only need one winky token for the bonus stage.
- 7E05 7302 Only need one rambi token for the bonus stage.

**TOTAL! SOLUTIONS**

We spoil all your favourite games by tipping them right up!

- Alfred Chicken .....GB ...19-23
- Alien 3 .....GB .....18
- Bart Vs the Space Mutants NES .....12
- Batman .....NES .....6
- Battle Of Olympus .....NES .....9
- Battle Of Olympus .....GB .....22
- Cannon Fodder .....SNES .....39
- Castlevania II .....NES .....10
- Cybernator .....SNES .....22
- Defender of the Crown .....NES .....4
- Digger T Rock .....NES .....6-7
- Dizzy .....NES 19&22
- Donkey Kong Country .....SNES .....38
- Dragon's Lair .....NES .....10
- Dr Franken .....GB .....15
- Duck Tails .....GB .....7
- Earthworm Jim .....SNES .....37
- Faxanadu .....NES .....17
- Flashback .....SNES .....27-28
- Fortified Zone .....GB .....5
- Gargoyle's Quest .....GB .....13-14
- Hebereke's Popoon .....SNES .....39
- Little Nemo .....NES .....11-12
- Maniac Mansion .....NES ...4&7
- Mega Man III .....NES .....22
- Mickey Mania .....SNES .....37-8
- Mortal Kombat .....SNES .....21
- Mystic Quest .....GB .....30-31
- Prince of Persia .....GB .....10-12
- Probotector .....GB .....16
- Probotector .....NES .....16
- Probotector II .....NES .....20
- Rad Gravity .....NES .....18
- Rainbow Island .....NES .....13-15
- Rescue of Princes Biobette GB .....4
- Robocop .....NES .....3
- R-Type .....GB .....3
- Shadowgate .....NES .....4
- Skyblazer .....SNES .....29
- Smash Tennis .....SNES .....34
- Solstice .....NES .....3
- Star Wars .....NES .....6-9
- Star Wing .....SNES .....19
- Street Fighter II Turbo .....SNES .....21
- Street Racer .....SNES .....37
- Stunt Race FX .....SNES .....35
- Super Mario Bros .....NES .....23
- Super Mario Bros .....SNES .....23
- Super Mario Bros 2 .....NES 4-5,24
- Super Mario Bros 3 .....NES .....2-3
- Super Mario Bros 3 .....SNES .....25
- Super Mario: The Lost Levels SNES .....26
- Super Mario Land .....GB .....1-2
- Super Mario Land 2 .....GB .....17
- Super Mario World .....SNES .....7-12
- Super Metroid .....SNES .....31-3
- Super Smash TV .....SNES .....13
- Super Probotector .....SNES .....16
- Super Punch Out .....SNES .....39-40
- Super Star Wars .....SNES .....20
- Super Street Fighter II .....SNES .....34
- Teenage Mutant Hero Turtles NES .....1-2
- Terminator 2 .....GB .....6
- Wolfenstein .....GB .....30-31
- Zelda .....NES .....8
- Zelda .....SNES .....14-17
- Zelda II .....NES .....9
- Zelda IV .....GB .....24-29

Turn the page to order all the back issues you'll ever need!



# BEAT THE



CEVG

"...a combination of Road Rash, Mario Kart and FIFA... This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success"

94%

NMS

"A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"

92%

Superplay

"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"

91%



# TRAFFIC!



## STREET RACER

IT'S A RACE RIOT

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# SUPER PUNCH

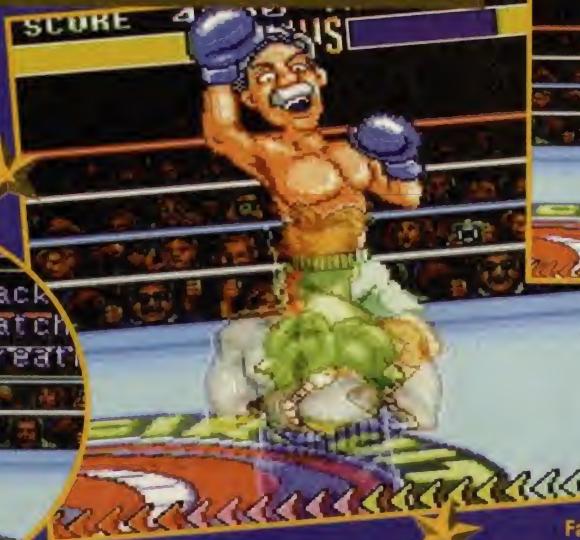
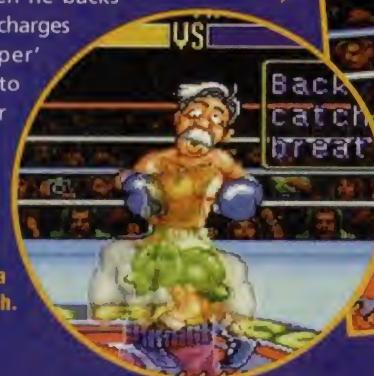
## PLAYER'S GUIDE

### MINOR LEAGUE BELT

#### Gabby Jay

If you're struggling here you're probably better off trading your SPO cart in for a ballet sim. Okay, if you're honestly having trouble with this coffin-dodger, watch for when he backs off, says "C'mon!", then charges in for his, ahem, 'super' punch. Then unload into his pasty paunch for maximum effect.

When he wobbles in front of you after taking successive hits – like so – try to pop him with a knockout punch.



This is the point where Gabby Jay says "C'mon!" So let the cheeky little swine have it!

Failure to keep the pressure up will allow Gabby to replenish his energy. You really shouldn't be allowing him to do this, you know...

### TOTAL! TACTIX

The key to success in *Super Punch Out!!* lies in learning the opponents' special attacks. While early opponents can be muddled through with only a limited knowledge of their fighting repertoire, you'll soon need to know exactly what's coming and how to time it. So watch them all closely.



#### Bear Hugger

Despite his size, this guy's a piece of cake. He's very vulnerable to stringed punches – you can land a series of six or more blows to his head. After he wakes up to an attack and dodges, he'll raise his arms to launch into a bear hug. Simply duck in good time and go for the return punch. Don't bother with any body blows – he's invulnerable downstairs.



Unless you catch him mid-goad, Bear Hugger will just shrug off any body blows.

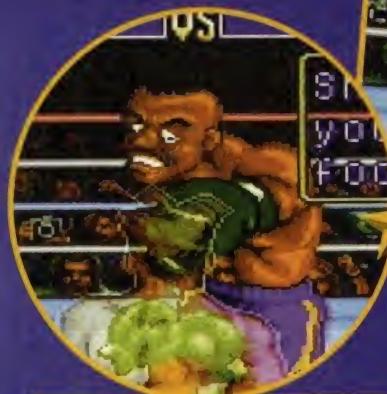
Bear's special move is easily avoided – a simple duck is all that's required. Er, except we've totally failed to do that here. Oops!

# PUNCH OUT!!

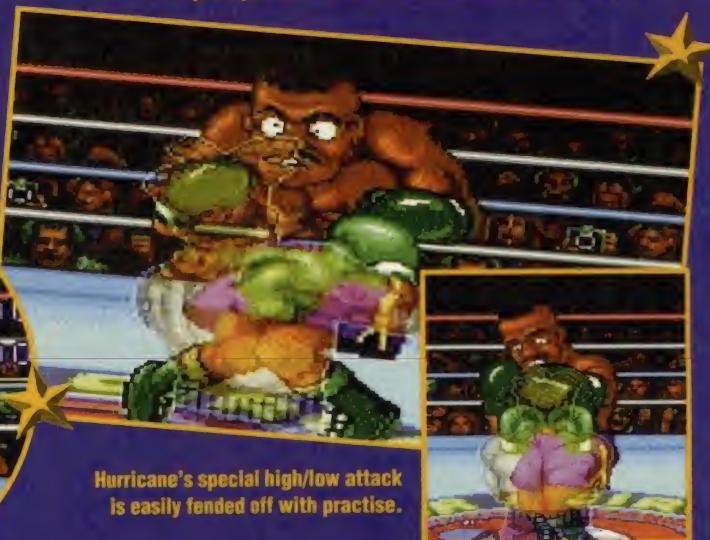
Don your best silken flowing robe and daub your knobbly bits with vaseline as TOTAL! guides you lovingly by the glove through the seedy, sweaty and, it must be said, slightly whiffy world of boxing, *Super Punch Out!!*-style. This month we look at the first eight of the maulers, revealing their respective strengths and weaknesses.

## Piston Hurricane

The first fighter who's likely to present any real difficulty. After he pulls away from your fighter he'll come back in with a high punch, which he swiftly follows with a low – a process he repeats twice more. Simply keep blocking high/low, then get in there and batter him, concentrating mainly on his body.



Hurricane is especially vulnerable to blows around his midriff, in much the same way as an old lady is, or perhaps a small child. So concentrate on that area.



Hurricane's special high/low attack is easily fended off with practise.

**TOTAL! TACTIX**

The first essential technique is the dodge/punch move. In straight fighting (ie. when your opponent isn't in the middle of a special attack), simply pull away to the left or right to dodge your opponents' attacks then reply punch immediately to get through unguarded.

A screenshot from the game showing Hurricane performing a special attack. The screen displays a score of 62800 and a time of 1'09".

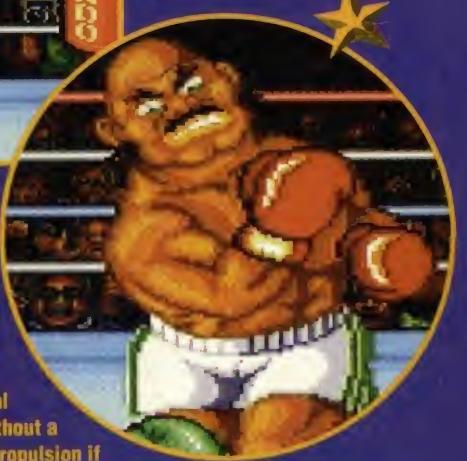
## Bald Bull

This alopecia-stricken fellow has two special attacks, the most devastating of which he'll attempt to use the most often. After backing off, he bounces in to attack with a huge uppercut – you can either dodge it and immediately reply (thus stopping him repeating it), or, if you time it perfectly, doff him just as he takes his third step. The other attack follows his little head jiggle; he'll then unleash three head shots and then a great big uppercut – they're all easily dodged. Use this technique and the first belt will be yours in no time.

If you follow the tips properly and retain your cool throughout, it won't be long before you're creating scenes such as this in your own home. Really.



Bull will hold back and shake his head from side to side before his big attack. What a thoroughly unpleasant chap!



You'll be up the proverbial creek without a form of propulsion if you get on the end of Bull's super uppercut. So dodge it like you would those last slices of suspicious-looking kebab meat on the skewer of a late Saturday night. I thank you!

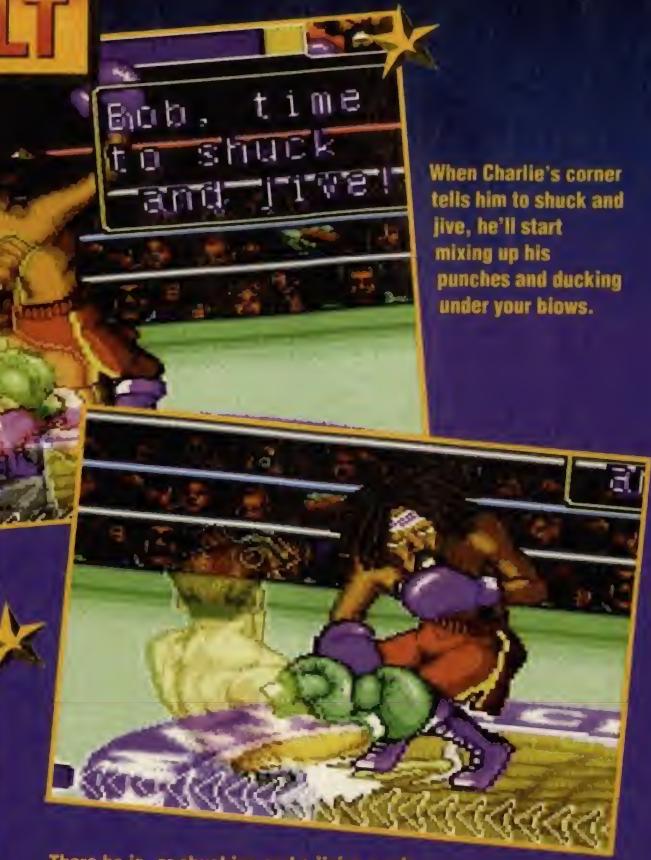
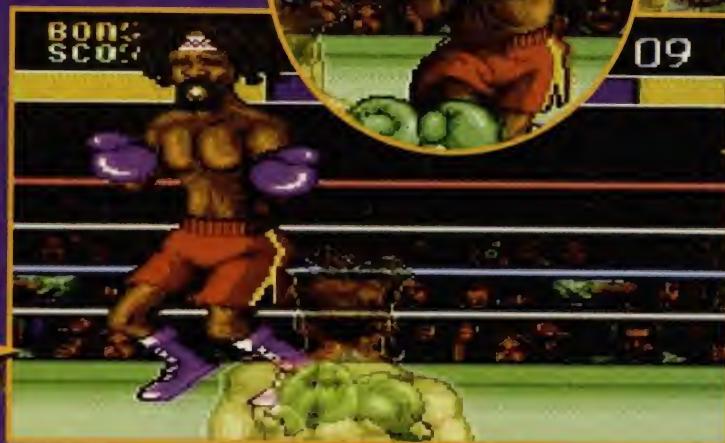
# MAJOR LEAGUE BELT

## Bob Charlie

Charlie's first special attack is a wild haymaker of a punch. After backing off he'll head towards you with three spinning punches – ignore the first and second spins, dodge the third and immediately reply in kind.

The only other thing to watch is when he goes into a huddle position and jiggles – he'll come out with two quick head shots. Otherwise the whole fight can be handled with the usual dodge/punch routines.

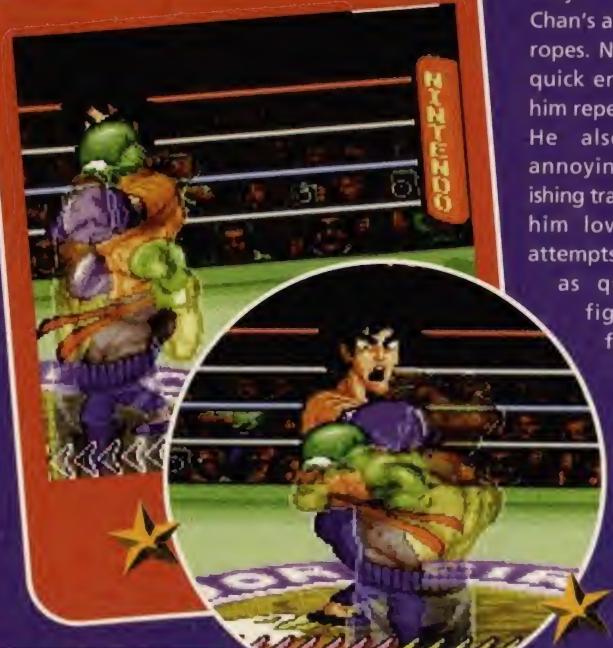
When Charlie pulls away, he'll either return with his spinning punch thing or, er, he won't. Look, it's hard to tell, okay?



When Charlie's corner tells him to shuck and jive, he'll start mixing up his punches and ducking under your blows.

## TOTAL! TACTIX

The next technique is the true counter punch (as opposed to a simple reply punch). This involves dishing out an opposite punch to that of your opponent to really catch them unawares. This will take time to master but it's essential to winning fights later in the game.



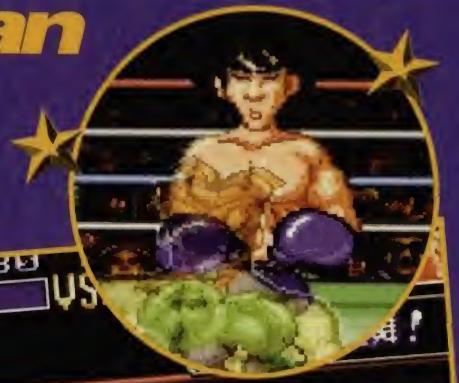
## Dragon Chan

Approach this oriental geezer unprepared and he'll wipe the canvas with your sorry carcass, so pay attention. His flying kicks come in three formats: the singular (which he administers after a quick duck), three in succession (which he does after his corner shouts at him) and the from-the-ropes variety. The latter will knock you straight down, but dodging it is easy – duck just before Chan's about to leave the ropes. Now, if you attack quick enough you'll stop him repeating the process. He also performs an annoying energy-replenishing trance – simply smack him low as soon as he attempts it to stop him. Be

as quick as you can fighting this guy as fights are prone to be lengthy.

Dragon Chan's tricky trance routine (top right) must be stopped at the earliest opportunity – so punch his guts off.

His kicks will inevitably get you every time at early attempts. Use well-timed dodges to glide, swan-like, out of harm's way.



# Masked Muscle

Muscle's the dirtiest, low-down, scum-sucking swine you've met yet and will take some practise. He's fond of uppercuts, which are easily foiled as you'll see them coming a mile off. His headbutt, however, isn't so easily foiled but can be the key to an easy knockdown if you can time a low KNOCKOUT punch just as he unleashes it – *boom!* – one flat-out Masked Muscle. Also, watch for him to jiggle his hand as he'll follow with a lightning quick cross, then an opposite uppercut. The final point is his nasty habit of spitting. If his goober gets in your eyes you'll have to rely on your dodging skills until they clear whereupon it's best to attack his body.



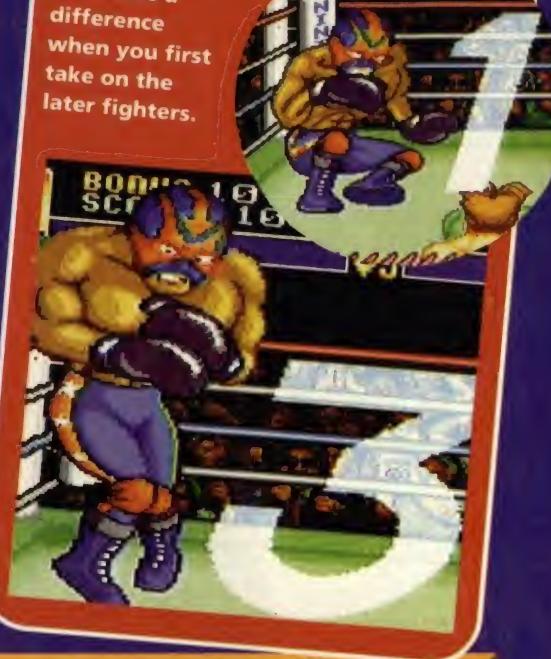
Headbutting is, of course, an illegal 'move' in real life boxing. But it's got to be worth trying, we reckon.



Above:  
"Life, it's the name of the game..."  
Left: Nothing comes close to a phlegmy projectile for sheer repulsion.

## TOTAL! TACTIX

Finally, and obviously, always use your opponents' knockdown time to replenish your energy (by repeated button-bashing), as even the merest sliver of the yellow stuff can make a difference when you first take on the later fighters.



# Mr Sandman

You'll have to slightly rework your dodge/punch technique to take out this sleeper of a champion as his uppercut will catch you on the hop for the first few attempts. The first attack to look for comes after he scrunches up his face. He'll throw three head shots – block the rights, dodge the left. Now for the fun bit: after being knocked down twice, he'll really step up a gear.

The main worry now is in dodging his three uppercut attack that follows his fast shoe shuffle. Simply quickly alternate between opposite sides keeping a steady rhythm and you should be fine. Keep your concentration set to maximum – don't take your eyes from the screen – and it won't take long to learn his foibles.

OI' Sandy cocks his punches for longer than the other opponents.



Sandman's top face scrunchage will be followed by a swift flurry of punches. It's true. You'll see.

At this stage you should be able to knock his sweat all over the ring without even trying. Very much.



## CONTINUED NEXT MONTH

Whatever you do, if you've got any interest in *Super Punch Out*, DO NOT MISS NEXT MONTH'S TOTAL!. Yep, we'll bring you top tips on how to defeat the final eight opponents with a full run-down on their attacks and their weaknesses. Not bad!



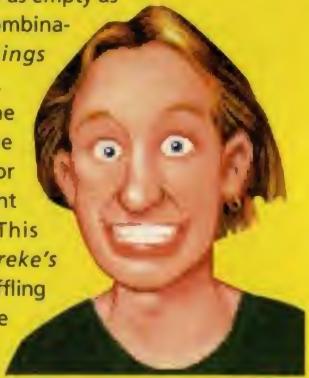
# HEBEREKE'S

# POOON

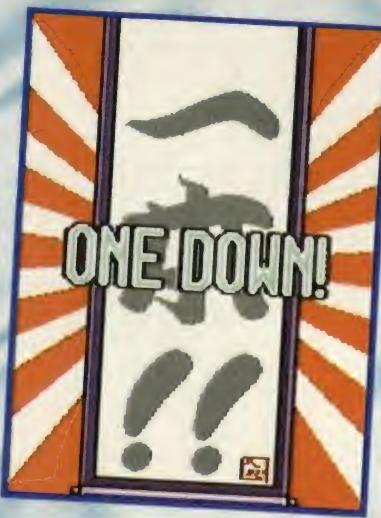
**Hebereke's Popoon – the game that launched Dustin Hoffman to Hollywood success – is a pretty tough cookie, but with Josse's indispensable player's guide you can tame its eccentricity and master its joys. Not bad!**

**P**oopon, while certainly an oddity, is by no means unique. Pac Attack and Yoshi's Cookie both follow the drop-'em-down, one-on-one, colour-matching blobs formula, Tetris Battle Gaiden and the mighty Super Puyo Puyo (both available through importers) are along very similar lines, while Kirby's Adventure is on its way. The objective is to match up blobs into same-colour groups as they drop, keep your screen as empty as possible, and devise combinations so that *bad things* happen to your opponent.

In games like Super Puyo Puyo the effects of your grouping is quite predictable – dropping enemy blobs (or in this case, *PoroPoros*) on your opponent at an exponentially increasing rate. This feature's in Popoon too, but where Hebereke's Popoon either comes into its own or gets too baffling – depending on your point of view – is in the special moves attached to grouping lines.



## WHAT'S THE SET-UP?



In what seems to have become traditional for this puzzle genre, there's a two-player head to head mode where you battle against a human or computer opponent, and a story mode where you progress through increasingly tough opponents (the four main characters

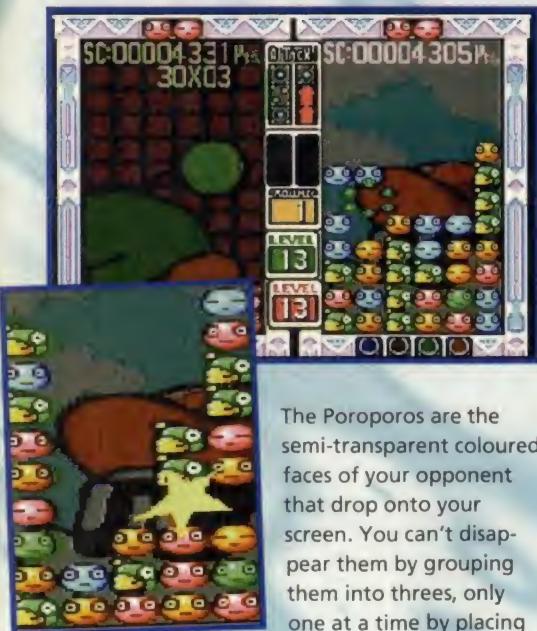
# POON TIPS



then three more equally bizarre foes in 'their back yard' in a Street Fighter-style tour.

Plus there's an elimination mode where up to eight players take turns to battle it out.

## POROPOROS?



The Poroporos are the semi-transparent coloured faces of your opponent that drop onto your screen. You can't disappear them by grouping them into threes, only one at a time by placing the right colour next to them.

You have no control over how many arrive or where they appear, so they're a right pain.



## HOW DO YOU DO IT?

To put it simply, you must connect three same-coloured Popoons in a line – horizontally, vertically or diagonally. When you do this, the line will disappear.

On your screen there are also PoroPoros. If you place the right colour next to these, they'll pop and disappear (so you can take out up to three PoroPoros with one drop).

To get your Popoons in the right position you rotate them clockwise or anti-clockwise. You can change the rotation controls, but I reckon that the default settings are the easiest to use.

## BEST OF THREE

Like most other games in its genre, and, it seems, most other head-to-head games, all challenges are in best-of-three rounds.

So you can foul up once, but then the pressure's really on you and you'll need two straight victories to progress. Yikes!



## THREE VERTICALS

The most basic – and important – strategy is to build up vertical pairs of two same-coloured Popoons, say two reds in the corner, then two blues next to it. Then drop a different pair of same-coloured Popoons on top of these (say



# POPOON

## Tips

orange), then another red and blue on top as appropriate. Next build up Popoons to one side of this construction and slot in a third (in this case orange) Popoon to complete the line of



three. Once the third orange is in place (above, you can see the third orange Popoon on its way down, just below Sukezaemon's ear) it will trigger the fall of the third red and blue Popoons and three lines will be completed in one move. This is how you get to use the special attacks outlined over there. →

### THREE HORIZONTALS



There are a number of variations on this simple, but essential move. The most obvious is to turn the whole structure through 90 degrees so that you're starting with two horizontal lines of two inside a larger block of colours, with the third trigger line along the bottom. Once the trigger is activated, the first two lines can drop down to meet the third corresponding Popoons.

90 degrees so that you're starting with two horizontal lines of two inside a larger block of colours, with the third trigger line along the bottom. Once the trigger is activated, the first two lines can drop down to meet the third corresponding Popoons.

### THREE DIAGONALS

One move that you can use in Popoon but not in most of the others is to make combinations using diagonal lines. These aren't always the easiest to see, but they can get you out of trouble.



**DIFFICULT?  
THAT'S TOUGH!**

LEVEL 5	YOU'RE KIDDING, RIGHT!	LEVEL 5
LEVEL 4	WOW YOU'VE GOT COURAGE	LEVEL 4
LEVEL 3	PIECE OF CAKE	LEVEL 3
LEVEL 2	EASY BUT IT'LL HURT TOO	LEVEL 2
LEVEL 1	HAY EASY!!	LEVEL 1

There are five levels of difficulty to choose from. The major factor that changes is the speed with which the Popoons fall, so if you're weaker than your opponent there's not much advantage to be gained by playing on an 'easier' level, because this just means that they'll be completing lines and building structures quicker than you are – in my opinion this is a design flaw – once again THAT'S TOUGH!



### QUICK ON YOUR TOES

While you must try to build these three line combo structures to access the effective special abilities, and it's always best to work to a plan, you'll find that these Popoons are falling all over the place and messing up your plans, so always be flexible and on the look-out for new possible combinations that you hadn't planned but present themselves by chance.

Also be aware that when you get to the harder levels of the story mode, the CPU's 'intelligence' gets cranked right up, so it will avoid giving you that all-important trigger colour, or will block the place you want to put it, by dropping a PoroPoro in its place (remember you have no control over where the PoroPoros drop). That's TOUGH LUCK!

All you can do is work on two or three possible structures at once and be extra vigilant to disappear the Poroporos by dropping same-coloured Popoons next to them.

### CENTRAL TOWER SYNDROME

Because the Popoons fall from the centre, it's all too easy to build your structures in the middle. Don't! This will just get you in more trouble when the screen's filling up and you've got to place the little blighters down the edges where they're not so effective.

Always try to work so that you've got two towers down – one down either side – giving you a central escape route for when things get tricky (and they do)!



### NINE OF THE BEST CHALLENGE

What we like to do in the office is a head-to-head challenge over all five levels, starting with easiest to hardest, then back to easiest. For a tougher challenge, though, go from hardest to easiest then back to hardest, so the final – and hopefully – deciding game is on the hardest level. If you can't decide which end to start at, have a fight. That's what we do.

### THE BILSON METHOD™

Once you're on the two toughest levels – 'Wow! You've Got Courage' and 'You're Kidding, Right?' – when



the play starts you're handicapped by two rows of PoroPoros. One of you will be lucky because your first



## HEAD TO HEAD MODE

In the head-to-head game, it's just you against your opponent so employ knowledge of how your opponent plays. You can be cagey and strategic (see THREE AT ONCE), but if he's being cagey too, it may be best to go all-out blasting and blow him off the screen (especially on the harder levels) by putting single lines of three together as quickly as possible. Okay, so this might sound like Sheffield Utd's long ball game – the destruction of the beautiful game – but it gets results (But Josse, didn't Sheff Utd get relegated? Andy). Er, thanks Andy!



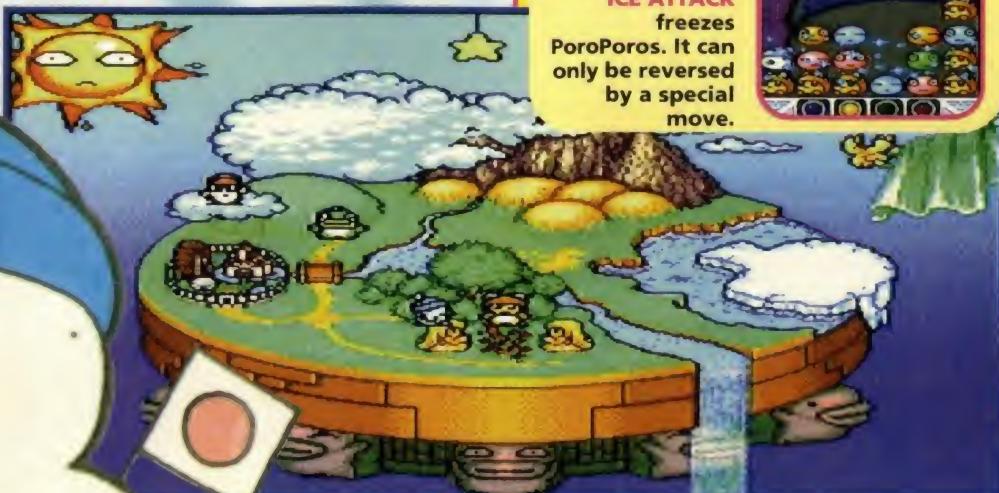
Popoons will match the colour. In this situation, rather than going for the traditional structures (see THREE AT ONCE, etc), place a correct-coloured Popoon on top of the row of PoroPoros. You'll disappear one, leaving a gap for the next same-coloured Popoon, which will connect with three PoroPoros. The more of these you can get rid of early on, the more space you have to play with. Simple.

## STORY MODE

All the characters live on some bonkers island, which you, as Hebe, find yourself on. In order to find your way out you must defeat each opponent in a two-out-of-three match. You fight the four central characters first, then face three more, and then yourself (Hebe).



There are no surprises in terms of extra rows of PoroPoros and suchlike, just a steadily increasing challenge. Once it gets near the end, my approach is to forget all the poncing around with combinations and strategy, and just go hell-for-leather to get your screen cleared.



## INTELLIGENCE MODE



One thing's in your favour, though. There are four computer 'intelligence' settings – octopus, monkey, amateur, expert (the default setting is Monkey) – which you can select through the options screen. It's something of a disgrace to be beaten by an octopus, but there are no super-duper celebrations once you've defeated the final boss on Expert mode, just self-satisfaction.

## ELIMINATION MODE

Up to eight players take on the computer and one gets eliminated each round for being the worst. Just like the story mode, it's a straightforward series of two-out-of-three one-against-one battles that get harder as you progress. There are no special tactics here, other than to stick to the structure and tower building, then go all-out bonkers with single lines as fast as possible.



## WHAT'S SO SPECIAL?

### Hebe (Popun)



Hebe's the main character, and it's him who you'll play as in the story mode.

Access Hebe's charge attack at any time with a three-line combo. It bursts several of your own columns in one go.



Hebe's CUT-THROAT ATTACK after level four. It'll drop loads of PoroPoros onto your opponent's screen.

### Oh-Chan (Ms. O)

Oh-Chan's the little cutie who says 'Dustin Hoffman'. She's also good with ice.



The TAIL KICK pushes your bottom two rows into your opponent's field.

### The ROCK-SOLID ICE ATTACK

freezes PoroPoros. It can only be reversed by a special move.



### Jennifer

Jennifer warns: "Don't touch my body if you don't want to be zapped!" Feminists, eh?



A ZAP ATTACK will blast Jennifer's opponent with electricity, freezing them temporarily, then dropping piles of PoroPoros onto their screen.

### Sukezaemon

Watch out for 'hammer bloke' Sukezaemon taking his sunglasses off...

... because he's either preparing his monstrous 16 TON HAMMER ATTACK which removes all his Popoons...



... or his EYE-POPPING ATTACK which switches his opponent's Popoons and PoroPoros. It doesn't look as good as the hammer, though.

# Reader Ads

**Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...**

## Sales

● Stunt Race FX, Super Aleste, Jurassic Park, Powermonger, Cool Spot (all UK) and Axelay, UN Squadron (both Japanese) plus Action Replay MK2 for sale. Will swap GB games: Zelda, Krusty's, Dynablaster, Bionic Commando. Ask for Charles.

Tel: 01 1737 844738

● NES for sale, includes four packs, four games, and Game Genie for only £75 ono.

Tel: 01698 83508

● Game Boy and Tetris, Magnalight, Cover, Carry Case, 26 top games. £310 - TOTAL! mags for sale, issues 1,3, 5-11, 13-15, 19-29, 31, 32, 35 £55

Tel: 01582 458042

● Bargain - SNES, seven games, three controllers, games include SF2 Turbo, Super Bomberman and Aliens 3, £95

Tel: 01784 460484

● Two SNES games - World Cup USA '94 (UK) - £20. Super Troll Island (UK) - £20. Both for £35. All boxed with instructions.

Tel: 01577 864879

● For Sale - Super NES with SFII, SFII Turbo, R-Type Mickey Mania, F-Zero Clayfighter, Nintendo Scope 6, Nintendo Arcade Pad, plus more pads. All for £150.

Tel: 081-977 4278

● For Sale - Super MarioLand 1 and 2, boxed with instructions £10 each, £15 both. Action Replay, boxed with instructions £15.

Tel: 01942 216944

● Yo Ho Ho etc Early Christmas bargains (Hang on a minute!) Andy) Jurassic Park - £15, Starwing £10 and Madden '93 - £10.

Tel: 081 715 3963

● Game Boy for sale, nine games, rechargeable battery pack/AC adaptor, carry case all with box and instructions. Mint condition £90

Tel: 01367 710338

● Bomberman - £20, NBA Jam - £30, M. All Stars - £15, Mystical Ninja - £25, Scope - £110, Mega Drive Virtua Racing - £35. Ask for Asif.

Tel: 081 627 7025

● TOTAL! Issues 1-18 also numbers 23, 31, 35 all for £1.50 each or all for £30. Phone Michael

Tel: 01236 421469

● UK SNES for sale - £130, includes Action Replay, Universal Adaptor, Megaman X (US) and Super Mario World.

Tel: 071 274 0735

● NES - four controllers, one Game Genie, one carrying suitcase, five carry boxes and 45 games. Sell for £200 ono. Phone Michael.

Tel: 01236 421469

● Check this! SFII Turbo £20! Mario All Stars £20, Zelda 3 £15! Will sell or swap SFII Turbo for DK'94 (GB)! Ask for Marc.

Tel: 05047 65246

● US SNES with Street Fighter II, Stunt Racer FX, MarioWorld, Prince of Persia, Legend of Zelda, Star Fox, all in mint condition and boxed, includes scart and AV leads for better looking and faster games than UK SNES - £150.

Ask for Rob.

Tel: 01244 328189

● Game Boy for sale; three games, mains adaptor all boxed, vgc, also SNES games: Zelda 3, Paradius, Zombies, Wing Commander, Sim City, SMB All Stars, £20 each, £80 for Game Boy etc.

Tel: 01296 714100

● For Sale. NES with two control pads, five games, zapper, joystick and adaptor. Still boxed. All this for only £50.

Tel: 01284 728909

● For Sale - TOTAL! mags issues 6, 10, 12 and 14 to 35, 75p each. £16 the lot, plus posters, tactics book, Future Games Mag and SSFII Sticker Album, £6 the lot.

Tel: 0161 480 0537

● SSFII for sale, £15. Local area only (Edinburgh).

Tel: 0131 557 3707

● SNES Games - Super Air Driver, Stint Race FX, Striker, Zombies, Smash TV, Super Wrestle Mania, £30 each or all for £120.

Tel: 01532 661407

● Every Issue of TOTAL! magazine, plus Xmas Special. All in very good condition £85 the lot.

Tel: 0161 766 1613

● SNES Games, Krusty's Fun House, Pop'n'Twinbee, Pushover £15 each. Megaman X and Sensible Soccer £25 each. Super Mario All Stars £18. Street Fighter II (USA) and Thunderspirits (Jap) £12 each. Protector (Contra III) USA £15. Tel: 01588 672764

● Full set Teenage Turtle Cards, Hulkster, Macho Man Wrestler's and complete solutions to Game Boy games for just five pounds each! SFII CD for £2. Ask for Joe.

Tel: 0181 898 9679

● SNES Games for sale-

Tel: 01236 421469

● SNES games for sale: Illusion of Gaia (US) £35, Equinox (UK) £20, Striker (UK) £25, Madden 93 (UK) £15, all sent recorded delivery.

Tel: 01702 344422

● Magazines for sale:- CVG Issues 144, 150, The Best of Mean Machines Vol 1, and Mega March and December '93. Open to offers. Also FREE MKII Exclusive Review Guide. Not bad!

Tel: 0171 251 4196

● Fifa Soccer for sale (UK SNES) £15 with box and instructions, brand new also Pro-Action Replay wanted for £5. Call Bob now!

Tel: 0181 530 7232

● SNES games for sale! £15-£20 for one, includes NBA Jam, Jurassic Park etc. Call Mat for details.

Tel: 01939 260 126

● UK Bomberman - £25, UK NBA Jam - £30, UK Mario All Stars - £20, Mystical Ninja (UK) - £25, US Rock & Roll Racing - £25, US Scope - £10, Mega Drive V. Racing - £35. Ask for Asif.

Tel: 0181 672 7025

● UK SNES for sale or swap with two joypads, three games eg. Street Fighter II Turbo and Bomberman for a Mega Drive.

Tel: 942 9777

● Wrestling mags and programmes for sale. Mags from Aug '91 (£4), Nov and Dec '91 (£3), April '92 - Nov '93 (all £2.20). Ask for Guy.

Tel: 0181 660 2860

● For Sale - Zelda 3, Star Wars, Super Smash TV £20 each, F-Zero - £10. (All games are for UK SNES) Phone evenings and weekends only, ask for Michael.

Tel: 01483 755434

● Game gear and mains adaptor including four games (three MS and one GG) including Robocop vs Terminator and Asterix. Sell for £120 or swap for a Mega Drive.

Tel: 01708 229992

● SNES, five controllers, seven games (all 90%+), inc. MKII, FIFA and NBA Jam (all UK), universal converter, etc...worth approx £480, sell for £290!

Tel: 01707 872500

● NES for Sale! with two games: inc. Battle Toads vs DD, Probector, MB3. Also two joypads, light gun. Worth £400, will sell for £150. Ask for Seb (must live in London area).

Tel: 0181 244 4119

● SNES games: Street Fighter II Turbo, Zelda 3, Mortal Kombat,

Starwing and Flashback (all boxed) all for £30. Ask for Richard.

Tel: 01246 823137

● SNES games - Nigel Mansell, Super Smash TV boxed and as new - £15 each.

Tel: 0181 556 5131

● Game Boy plus 12 games, Magnalight, Game Genie, two player adaptor and carry case. Worth £400, will sell for £100.

Tel: 0121 707 8411

● SNES, MKII, program pad, Game Boy and two games £60. Also Shockwave and Mega Race (300) £30. Write to: A. Dhillon, 6, Branoville Rd, West Drayton, Middx, UB7 9DA (sorry no phone)

● SNES Scope for £25 in good condition with six games on one cart (unboxed).

Tel: 01753 710822

● Games for sale! Mystic Quest £20, Mario's Time Machine £15, Jurassic Park £18, Paperboy 2 £10 (SNES), Kirby's Pinball £12 (Game Boy) - all boxed with instructions.

Tel: 01245 263728

● Atari ST 1 Meg Diskdrive, mouse, joystick and over 30 games worth over £600- £180 ono. Ask for Paul

Tel: 0151 476 1049

● Game Boy, eight games and case. Games include Zelda, Wardo, Alien 3 and R-Type, all in vgc. Worth £245, sell for £150.

Tel: 01361 386008

● SNES games: Street Fighter II £10, Mario World £10, Tiny Toons £15, FIFA Soccer £20.

Tel: 0121 373 0662

## Swaps

● I've got Jurassic Park, Addams Family and Clayfighter all boxed with instruction booklets. Any games considered! ask for Andrew

Tel: 01734 776070

● SNES SWAP. Stunt Racer FX boxed with instructions for Super Bomberman 2 with instructions. Ask for John.

Tel: 0191 4169457

● Zelda 3 or Stunt Race FX for Zombies (boxed with instructions). Ring after 5pm and ask for John or his Dad.

Tel: 01670 515806

● SNES, NES and Game Boy for swap. All games considered. Ask for Marc.

Tel: 05047 65246

● Zelda 3 (SNES) for swap. All games considered. Will swap for DK '94 (GB). Ask for Marc.

Tel: 05047 65246

● Super SNES and NES each with 12

games for an Amiga 1200. Games including *Mega Man X*, *Zelda III*, *Starwing*, *Micro Machines* and more.

Tel: 01284 828703

● SNES SWAPS: *SMW*, *Flashback*, *Star Wars* or *Zelda 3* for almost any other game.

Tel: 01693 65403

● Listen I've got a gun in my pocket and if you don't swap your *Street Racer* for my F-Zero you can eat lead.

Tel: 0171 289 0210

● *Aladdin* or *Bull vs Blazers* (both boxed) for your *Super Metroid*, *Striker* or *FIFA Soccer* or any other good game (preferably with box).

Tel: 01420 89406

● *Krusty's Fun House* or *Populous* for any good game. Ask for Chris.

Tel: 01542 835692

● *Mystic Quest*, *Legend* and 80 page players guide for *FIFA Soccer* (or sell for £30). Ask for Peter.

Tel: 01584 946473

● *Kid Dracula* (Game Boy) (80%) with box and instructions for *Dynablaster* (GB), must have box and instructions.

Write to: K. Bissix, 44, Lavers Close, Kingswood, Bristol, BS15 2ZG

● *Zelda 3* (UK) 93% with complete guide (worth £12). £30 or swap for SNES Pro Action Replay.

Write to: K. Bissix, 44, Lavers Close, Kingswood, Bristol, BS15 2ZG

● SNES *Longman* or *Zelda II* for *McDonald Land* or *Dynablaster* (both boxed with instructions). Ask for Richard.

Tel: 01248 714568

● SNES *Bart's Nightmare*, *Batman Returns* and *Bulls vs Blazers* (all UK) will swap for either *Sunset Rider*, *Double Dragon*, *Wolfenstein* or *Final Fight 2*.

Tel: 01734 787372

● *Pilot Wings*, *SFII Turbo* or *Exhaust Heat* for *Wolfenstein*. Ask for Josh.

Tel: 01291 623560

● *Tetris* (GB) for *Faceball 2000* or *Burger Time Deluxe*. Phone after 3.30 pm. Ask for Alex.

Tel: Aldershot 316468

● *Bart vs The Juggernauts* for *Tiny Toons 2* or *Cool Spot* for Game Boy

Tel: 01224 869802

● Hello fellow cheesecakes. It is I the Potato King and I ask you to swap my *WWF Wrestlemania* (81%) for your *Dragon-Ball-Z* No. 3.

Tel: 0171 289 0210

● SNES Swap - *FIFA Soccer*, *Super James Pond* or *SFII Turbo* for *NBA Jam*, *Sensible Soccer*, *Super Bomberman*. Ask for Ben.

Tel: 01245 320510

## Wanted

● Wanted - *Mega Man 5* for the NES and adaptor (for US game). Please call David after 4pm.

Tel: 01923 230606

● Wanted - Cold sausages, No!

Really, what I actually want is TOTAL! issues 1, 5, 8 and 14. They've run out of stock in Back Issues apparently, so price negotiable. Phone after 6pm.

Tel: 01747 871367

● Wanted - Book to *Might and Magic II*. Desperately wanted! Please help.

Tel: 0151 263 4032

● TOTAL! magazine issues 26 and 27 urgently wanted. I'm willing to pay up to £3.50 each. Please call after 6pm.

Tel: 01625 433066

● Wanted - *Turtles 2* for NES. Call me now on...

Tel: 01278 459385

● Wanted - GB *Chessmaster*. Will pay £10. Phone Craig after 6pm.

Tel: 01294 468232

● Wanted - SF II Box only. Price paid according to condition of box.

Tel: 01203 302 043

● Box/packaging for *Super Mario Allstars* (UK). Will pay £5 for vgc..

Write to: K. Bissix, 44, Lavers Close, Kingswood, Bristol, BS15 2ZG

● Wanted - Issues 1-27 of TOTAL! in good condition. Will purchase as complete set or individually. Call Andrew between 6-8pm.

Tel: 01908 643421

● Issue 27 of TOTAL! wanted. Will pay £3 as long as it's in vgc.

Write to: K. Bissix, 44, Lavers Close, Kingswood, Bristol, BS15 2ZG

● Wanted - *Mystic Quest* and *Battle of Olympus* for the Game Boy. Good price paid or swap.

Tel: 01296 393220

Write to: Eloise, 16, Bradburn Rd, Robin Hood, Wakefield, WF3 3AP

## Pen Pals

● Hi! I'm a 14 year old boy and would like to write to pen-pals m/f aged 13/16. I like sci-fi. 100% replies UK and overseas.

**Reader ads!**  
**Just £1 for a normal ad!**  
**£5 for a boxed ad!**  
**Normal ads are free to TOTAL! subscribers!**

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

**REMEMBER!**  
THE NEW PHONE CODES HAVE GOT  
A 1 IN THEM.  
SOMEWHERE.

**Write to: Oliver Smith, 34, St Saviours St, Leominster-on-sea, East Sussex, TN38 0AP**

● Calling all females! We would like two 12-13 year old girls to write to us. Please!!

**Write to: Nick Brunning, 20, Warlex Ave, Dagenham, Essex, RM8 1JS**

● Hi! Carl here. I'm 16 and want female pen-pals aged 15+. I like most music and almost anything else - please send a photo - reply guaranteed.

**Write to: Carl Barratt, Lauren House, 7 Kirby Road, Blackpool, Lancashire, FY1 6EB**

● Hi! I'm 14 years old and looking for m/f aged 12-15 to write to. Please send a recent photo.

**Write to: Andy Gribben, 301 Cully Backett Rd, Ballymena, Co. Antrim, N. Ireland, BT43 5JN**

● Hi! I'm looking for a pen pal m/f, any age, who is preferably interested in phonecards, TOTAL!, NES and Super NES. Photo please.

**Write to: Wayne Page, 8b, Peabody Est, Farringdon Rd, London, EC1R 3BA**

● Hi! I'm Rhodri and I'm 13 years old and looking for a male or female pen pal of about 13-14 years old. Must like SNES and GB. Photo if possible.

**Write to: Rhodri Jones, 9, Pentrebach Rd, Glyntaf Pontypridd, Mid-Glam, South Wales, CF37 4BW**

● Anyone can write to me, but you have to be 11+. I'll reply to all letters. If you are cool and generally fab then...

**Write to: Andrew Hung, 4, Egret Court, Spennells, Kidderminster, Worc, DY10 4ST**

● Hi! My name is Chris. I'm 14 and looking for a female pen pal 14+. Photo if possible. All letters answered.

**Write to: Chris Sheldrick, South Lawn, Eton College, Windsor, Berks, SL4 6ES**

● Hi! I'm 11 and looking for a female pen pal of 11-12 who likes basketball. Please send photo if possible!

**Write to: James Taylor, 256, Andover Rd, Newbury Berks, RG14 6PT.**

● Hi! My names Ken and I would like a female pen pal aged 13-18. I have various interests but especially love computers. Write soon.

**Write to: Ken Shek, 2, Deane Hill, Chepstow, Gwent, NP6 5AT.**

● Yo! I'm looking for a cool pen pal. Male between 8 and 18.

**Write to: John Townes, Allendale, Blanford Rd, Sturminster Marshall, Wimborne, Dorset, BH21 4AG.**

● Hi! This is Scott and I'm 17 years old and looking for a female pen friend 16+. I like music and going to clubs. Please send a photo.

**Write to: Scott Barrett, 8, Plevna House, Fore St, Edmonton, N9 0QG.**

● Hi! My name is Matthew and I am looking for female pen pals 14-20 years old that like SNES.

**Write to: Matthew Beasley, 18, Bedford Lane, Sunningdale, Berks, SL5 0NN.**

## Messages

● I'd like to say goodbye and good riddance to Chico Barros, "Gingernut" and the rest of the crew down at SRO in Roehampton. You're all a bunch of nutters!!! Wayne Page.

● Members wanted for games club. many members to swap games with and many SNES, NES and Game Boy games available.

**Contact: R. Borrowdale, 26, Brickgarth, Easington lane, Houghton-Le-Spring, Tyne and Wear, DHS OLA or Tel: 0191 526 8394**

● Hello Barth, just to say, you're a MILFORD!

From Dean C. and Richard H.

## I'm a reader and I want to say...

(Don't worry, dear readers - we won't print your address - unless you're placing an ad for pen pals.)

Name .....

Address .....

.....

.....

Postcode.....

Tel .....

Parental signature

(Get your parent to sign if you're under 16)

.....

## Classification

Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing - please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages). No trade ads.

# TOTAL! RECALL

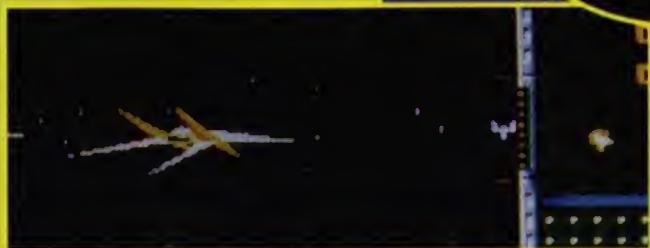
# FX GAMES

## SO WHAT'S THIS FX CHIP THEN?

There does seem to be a lot of hoo-haa about this bleedin' FX chip doesn't there? Alright we all know that it's great but what actually is it? And what does it do?

Well, the FX chip, designed by Argonaut Software here in the UK, is a custom graphics chip. This mighty beast is capable of animating 100 polygons on screen at any one time. It can also handle things like polygon light shading, sprite scaling, rotation, and surface texture mapping. But how does it do it? The answer is that it's a RISC based chip. No, I didn't know what that meant either so I looked it up and here's what it stands for: Reduced Instruction Set Computer. Basically it sits on the cart doing all the 3D maths and giving the answers to a central processor in the SNES. So, effectively the SNES has another mini computer on board to do all the hard stuff. Not bad!

Finally, the sequel the whole world's been waiting for, StarFox 2!



## SPECIAL FX TO COME...

There are five big FX titles on the way in the first half of '95, *StarFox 2* (see page 17), *FX Fighter* (see page 12), *Dirt Racer FX* (see page 22), *Comanche* (see page 12), and *Dirt Trax FX*. These are likely to be the biggest sellers of the year and as always we'll be bringing you exclusive reviews very soon.



Who needs Sega's *Virtua Fighter* when Nintendo have their very own polygon beat 'em up powered by the Super FX Chip?



Phwoar! A proper 3D *Desert Strike*. Why isn't *Air Cavalry* (page 25) even remotely like this?



More news on Electrobrain's *Dirt Trax SFX* next issue. Don't you dare miss it.

This month, to coincide with the spate of FX games about to flood the SNES market we thought, as a one-off TOTAL! Recall special, we'd take a nostalgic trip down Memory Lane and dredge up reviews of all previous FX efforts.



PLAYER: ATKO  
GAMES: FX  
WHY?: 'COS  
THEY'RE  
BLOODY GREAT!

# STARWING



The intro sequence was gorgeous, cinematic and got right on everybody's nerves.



It's like a giant game of croquet, with the ship as the ball. Only a bit faster. Thank you.

**S**tarWing follows the fate of a space-going vulpine Fox McCloud, leader of the mercenary fighter team, Silver Force. Along with his feathered, furry wingmen Falco Lombardi, Peppy Hare and Slippy Toad, Fox is on a do-or-die mission to destroy the evil emperor Andross.

Playing *StarWing* is like playing a vertically-scrolling shoot-'em-up from *inside* the cockpit. You can't loop-the-loop, or fly round in a circle, but it doesn't matter because this way you don't end up getting into tedious dog-fights or getting lost – the action just keeps comin' right at ya.

The 3D graphics are nothing short of spectacular, with huge amounts of detail and masses of things whizzing around. Animation of the enemies is pretty hot but

the bosses are just incredible as they swoop and swerve around the screen. All this gives *StarWing* a high sway factor; you can't stop yourself rocking from side to side in your seat, ducking as you fly under gates or wincing as you slam straight into an asteroid – even if you're watching someone else!

*StarWing* redefined Super NES gaming and so far has yet to be surpassed. It really does still lives up to its 96%.

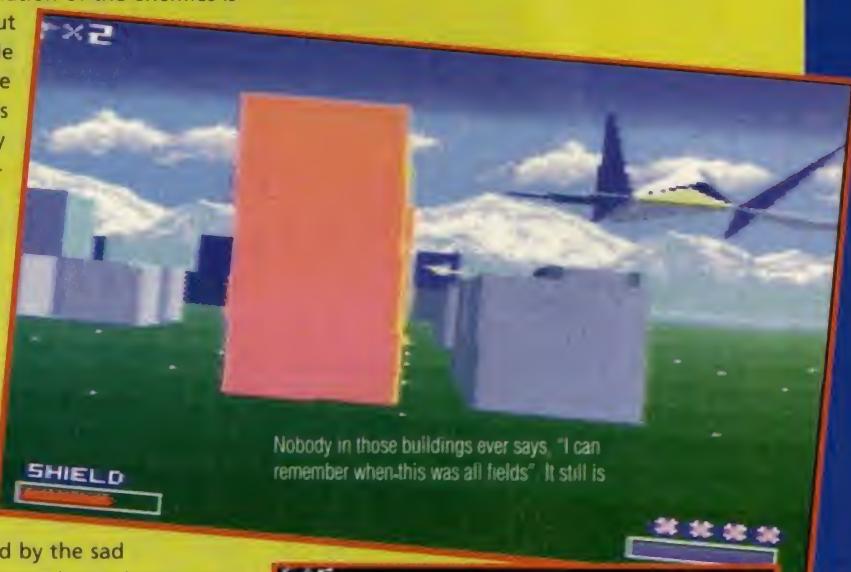
Oh, and don't be fooled by the sad two-dimensional piccies splattered over these pages. *StarWing* really has to be seen in full glorious motion to be believed.



How will the two-player mode on *StarFox 2* cope with these spectacular explosions? We've been assured that it doesn't suffer from slow-down. We'll believe it when we see it.



One of the only empty multi-storey car parks in the country, and this is Saturday lunch-time!



Nobody in those buildings ever says, "I can remember when this was all fields". It still is



*StarFox 2* will give the player more freedom to explore the environment.

**ISSUE 16 96%**



How can you possibly resist a game crammed with concrete doughnuts? The sequel promises granite scones, marble croissants and pebble-dash wholewheat muffins. Hmm, I can smell it now.

# STUNT RACE FX



It only appears to be raining on the lower half of the screen. That's polygon worlds for you.

**A**s far as the actual game goes, *Stunt Race FX* is nothing new. You choose a car, then a track and race against either computer opponents or a friend in split-screen mode. There's a choice from over 20 tracks ranging from Formula 1 to cross country, set out in four game modes.

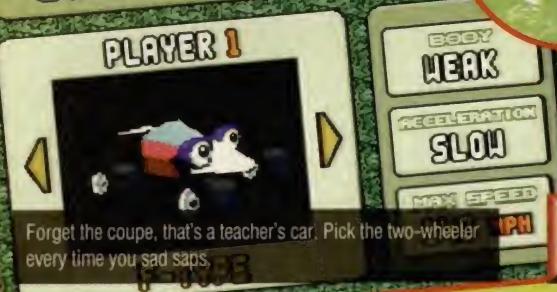
The 3D graphics really do live up to all the Super FX Chip fuss that's been hyped-up since its development. The backgrounds are smooth, solid

and gorgeously detailed. So much so in fact that you find your eyes straying from the track a little too often.

This game plays like a dream. It's responsive, realistic, not too easy, and faster than anything I've ever seen on the SNES, which can't be a bad thing!

*Stunt Race FX* makes Sega's best offer – *Virtua Racing* – look like a Sunday drivers' convention. Top entertainment from start to finish – it's brilliant, giz another go!

## CAR SELECTION



Forget the coupe, that's a teacher's car. Pick the two-wheeler every time you sad saps.

**ISSUE 32 94%**



It's well worth farting around in the tunnels just to enjoy those top sound effects for a bit longer.

# VORTEX

**G**raphically, the FX Chip does the business again on *Vortex*. The animation is superbly detailed, there's a good variety of settings to explore at your leisure and there's a real sense of 3D in this first person perspective blaster.

*Vortex* is not as restricted as *StarWing*. You're free to explore the whole environment willy nilly.

What you could soon find, though, is straying from the action couldn't be more dull. Tell me, what's the fun in endlessly flying around an empty black screen?

The main flaw lies in the gameplay – it's just too bleedin' complicated. This problem has been addressed somewhat with the addition of a tutoring screen, but it all takes so long that you could be forgiven for losing interest before the challenge has even begun.

If, however, you're patient enough to get into it, you'll be rewarded with a frenzied blaster that becomes as addictive as it is difficult to pick-up. Worth a try.



If the dice are that big can you imagine the size of the Monopoly board?



*Vortex* looks fine and dandy but the gameplay was so muddy that no-one could really be bothered.

**ISSUE 35 85%**



Look what happens when you stray from the action. Everything gets a bit bland and rubbish.

Why are supposedly intelligent robots displayed in a showroom? Why would they possibly stay there?  
Leave!



The end-of-level boss is a bit intimidating to say the least. Change into the plane to dodge him.

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With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

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Only with Action Replay can you use the same cheatcode UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

### NEW UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC Only" games from the US and Japan.

### NO NEED TO WAIT

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CALLERS WELCOME

**TOTAL! GIVEAWAY TOTAL! GIVEAWAY TOTAL!**

# WIN! CANNON FODD QUASAR GIVEAWAY

**PLUS! TEN COPIES OF VIRGIN'S  
BRILLIANT NEW SNES GAME!**

When we first sat around in the office, chewing over the possibility of a Cannon Fodder competition we thought that a great prize would be to win a tank or an Uzi sub machine gun, or something else vaguely violent and military – but the voice of our collective conscience told us "No! You mustn't!".

Then we thought it'd be a smart idea if we ran the whole combo in full military style, with all the entrants in a big field with assault rifles and the last one alive could win a load of goodies. But a phone call to the relevant authority confirmed our suspicion that this had ceased to be legal some years ago.

# WIN! ST. Valentine's Day GIVEAWAY MASSACRE!

**EXCLUSIVE Pink Love Hearts  
Game Boy Plus Games**



**B**ut it's not all sugar 'n' spice and all things nice, there are three copies of the very nasty *Wario Blast* up for grabs too, each in an exclusive Wario Record Bag. Plus copies of Nintendo's smart games *Game Boy Soccer* and *Tetris 2*. All you have to do to get your grubby mitts on these spiffing prizes is to answer two simple questions:



**1** We reviewed it very recently, but what score did TOTAL! give *Wario Blast*?

**2** What was the St. Valentine's Day Massacre?

Answers on a postcard to:  
"I Think It Was Something To Do With  
Witnesses To A Gangster Murder" Compo,  
TOTAL!, 30 Monmouth St, Bath, BA1 2BW./

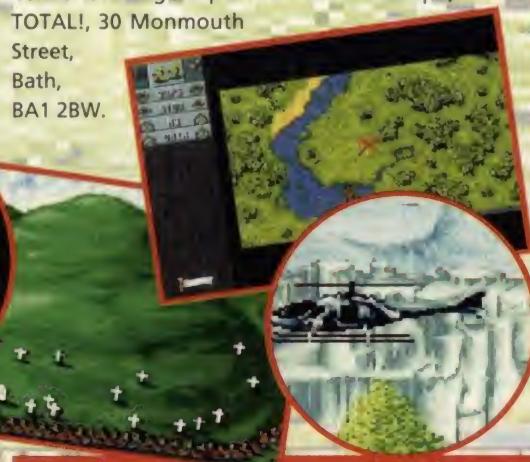


By this point our creative juices had well and truly dried up, so it was with much glee that we received a call from Virgin's juiciest lady, Woody. She suggested giving away a huge amount of free trips to Quasar and ten copies of the game itself, *Cannon Fodder*. What a life-saver! (Quite literally, in this particular case!)

As it turns out, the ten winners get to take nine of their friends down their local Quasar and have a right good shooting session, so to speak, courtesy of Virgin plus a copy of *Cannon Fodder* to keep. Not bad!

So, if you want a piece of the action, answer this simple question:

Q: Is it big and clever to kill people with guns?  
Pop your one-word answer on a postcard and send it to: "Don't Be Ridiculous! How Could We Possibly Condone Killing People With Guns?" Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.



## PRIZES!

### TEN FIRST PRIZES:

Ten super duper first prizes consist of a copy of the brilliant new SNES point 'n' click blast-'em-up, *Cannon Fodder*, plus trips for the ten winners and nine of their mates to their local Quasar centre. Not bad!



## PRIZES!

**FIRST PRIZE:** Exclusive Love Heart Game Boy, copies of *Wario Blast*, *Game Boy Soccer*, *Tetris 2*, plus an exclusive *Wario Record Bag*.

**RUNNERS UP:** Copies of *Wario Blast* and an exclusive *Wario Record Bag*.

# WIN! CLAYFIGHTER DOH!



**WIN SNES  
CLAYFIGHTER 2,  
PLAYDOH KITS  
AND BASEBALL  
CAPS!**

Interplay are generous enough (not to say odd enough) to give away a copy of the game plus a whole load of Playdoh kits and some hats.

Look at the inventive characters they've come up with for the game – Nana Man, Goo Goo and Tiny, for example – and imagine all the amazing things you can do with your very own Playdoh (while you're wearing your new cap and you've just put your new *Clayfighter 2* cart on pause, of course). Anyway, all you've got to do to win these top entertaining prizes is answer this simple question:

Q Which popular cartoon character's catchphrase is "DOH!"  
Send your answers on a postcard to "Bart's Dad" Compo, TOTAL!, 30 Monmouth St, Bath, BA1 2BW.

## PRIZES!

### FIRST PRIZE

One copy of the stonking new SNES game, *Clayfighter 2*, a fun-for-all-the-family Playdoh activity kit and a *Clayfighter* baseball cap.

**10 RUNNERS UP:**  
Ten Playdoh kits and *Clayfighter* baseball caps.

# NEXT MONTH



## KILLER INSTINCT THE REVIEW!

The best-looking beat-'em-up ever has finally shown itself. But can the gameplay possibly live up to the standards of its flashy front end (ooh er) and is this really what we'll get on the Ultra 64 when it finally enters our homes? Find out in next month's TOTAL!

**PLUS!** A look at Virgin's brilliant new *Strider*-alike, *Hagane*, a behind-the-scenes glimpse at the making of *Dirt Racer*, more reviews than is absolutely necessary and, as always, more tips and solutions than any other mag.

**ON SALE 14TH MARCH**

# CANNON FODDER

"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES..."

DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS...

DON'T TRY TO SHUT OUT THE SCREAMS...

AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."



"MEGA DRIVE  
SHOOT-'EM-DOWN  
OF THE YEAR"  
SEGA POWER  
91%

"NIGH ON  
PERFECT"  
TOTAL  
93%

"CANNON FODDER  
IS COMPLETELY  
EXCELLENT"  
SEGA MAGAZINE  
92%

Virgin

Sensible  
SOFTWARE

AVAILABLE ON  
MEGA DRIVE



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